



SEGA SATURN

ISSUE 1

NOVEMBER 95



£3.95

M A G A Z I N E

HANG ON GP '95

Sega's motorcycle racer burns onto Saturn

VIRTUA FIGHTER 2

The best combat game EVER is here!

FIRST review of

MORTAL KOMBAT II



No previous release! Ask your nearest Sega store for more details.

PLUS: Virtua Cop F1
Clockwork Knight 2

Sega Rally Indy 500 Sim
ThunderHawk 2 Golden Axe
2000
Duel



Domestic Violence



SEGA the
GAME IS NEVER
Over



SEGA DRIVE
32X

© 1995 Sega Enterprises Ltd.

The No. 1 arcade game now invades the home.

intro



CHRISTMAS IS COMING AND THE SATURN IS GETTING PHAT!

Yep, the **Sega Saturn**'s been available in Europe for around four months, but now is when things really start to hot up. Having already set the agenda with mind-boggling games like *Virtua Fighter*, *Daytona USA* and *Panzer Dragoon*, Sega are now going to unmask the **Saturn**'s true capabilities with the second generation of 32-bit titles. *Virtua Cop*, *Sega Rally*, and perhaps the most eagerly awaited game ever, *Virtua Fighter 2*, are in the final stages of programming. The results, we can promise you, are going to be phenomenal.

Of course, the **Saturn** isn't the only next generation console in the race. There are other gaming machines out there and each one of them has their own selection of fine titles. Once again it's an exciting time for the console industry as people ponder which machine to buy.

So, do you buy a games machine with a range of impressive 3D games, or one created by the world's leading arcade manufacturer, featuring totally perfect conversions the world's most advanced, most exciting arcade games?

C'mon, we've all made decisions harder than this...



The next generation of magazine for the new generation games machine



SEGA SATURN

M | A | G | A | Z | I | N | E

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WIN!
a pinball machine worth
£3,000! See page 53
for more details!



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SEGA 16-BIT MAGAZINE

SUPERSTAR SOCCER 82

Konami's excellent football title breathed life back into the flagging SNES last Christmas, and looks set to do the same to the Megadrive when it's released in January. We reveal the first screenshots and explain why it's going to blow FIFA out of the water and exactly what makes it so good.

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MORTAL KOMBAT 3 PLAYER'S GUIDE

92
All the finishing moves you could ever need, plus an endurance cheat and a code which allows you to play as the bosses. What more could you possibly want?



COVER STORY:

**VIDEO
GUIDE**

Turn to pages
6 and 7

VIRTUA FIGHTER 2

36

If you thought the original Virtua Fighter was awesome, just wait until you see this! Virtua Fighter 2 is without a doubt, the most detailed, impressive and absolutely brilliant combat game we've ever seen, and we have a six-page feature to prove it. Of course, if six pages of info isn't enough, you can always consult our SEGA SATURN MAGAZINE exclusive video for more proof!

SHOWCASES

VIRTUA COP

42

As this brilliant arcade conversion nears completion, we take a look at the very latest versions from Japan, and have a quick chat with top programmers AM2 on how they put the game together.

CLOCKWORK KNIGHT 2

46

Unlike the first toy travesty that was Clockwork Knight, this sequel is a visual feast from start to finish, and the gameplay is nigh-on amazing! This four-page feature takes every level in the game apart and ensures that you'll be clambering over yourselves to get a copy of it just as soon as it's released in November.



SEGA RALLY

50

In last month's SEGA MAGAZINE, we exclusively unveiled this title in a glorious six-page feature, and this month, we take an even deeper look at its development. This time, all the enemy cars are roaring around, the lakeside track is unveiled in all its glory, and there's even news of a superb two-player mode!

FEATURES

TIME ATTACK COMPETITION

54

Once again SEGA MAGAZINE readers will already be familiar with this combo, but if you haven't already entered, now's your chance. All you need is a copy of Daytona, a video recorder, and some lightning reflexes. Then simply record a top time, send it in to us and free Saturn games for a year could be yours!

VIDEO CD/PHOTO CD

56

Although there's some first class games for the Saturn, it can be used for more than just gaming. Yep, this month sees the release of the Video CD and the Saturn photo CD. We take a closer look at these gadgets and via watching loads of film and music CDs and assess whether it's worth parting with the money to own one.



ARCADE FEATURE

INDY 500

20

Coming to an arcade near you soon, this racer could be just what every high-speed driving fan is after. We bring you news of every track and every car, plus loads of screenshots revealing every aspect of the gameplay.



YOUR EXCLUSIVE SEGA SATURN VIDEO PREVIEW GUIDE!

**REMEMBER!**

The games shown in this guide are not finished yet, so we can't show you any, very early on. In fact, most of them are glitches, or parts of the game coming. This is why to be explicit, and we thought that you'd rather see raw footage of beta-testing than something as all... plus this is the only way we can show you footage of games that aren't finished. We're sorry, but we can't show you the games for as long as we can, and we just had to release parts of them early. Please, don't be mad.

Don't they have released a rather strange thing about the first issue of SEGA SATURN MAGAZINE. No, it's not the absence of it - it's usually covered to fill up pages - it's the exclusive preview video stuck on the back of the mag. Good, isn't it? Now, we know that being absolute Saturn freaks you're going to watch your half-hour of gaming heaven over and over again, but to supplement your visuals we've dedicated these two pages to explaining a little more about the most important details, where they come from and why you'll want to be playing them in the near future. So, without further ado...

VIRTUA FIGHTER 2

Without a doubt, THE most exciting game on the entire tape! The version filmed for SEGA SATURN MAGAZINE roides was flown in especially from Japan and provides the most up to date information on the game in the entire world. See for yourself the hottest feature: mopping on each of the characters and witness early character demos for a sneak preview of how the game was put together - then sit back and watch each character do their stuff. We guarantee that you won't get coverage like this anywhere else - not even the Japanese have been treated to a cover revealed video.

**SEGA RALLY**

Taken from the very latest version of the game, this is yet another WORLD EXCLUSIVE for SEGA SATURN MAGAZINE. Originally, we thought we'd have to show you a demo of a single car racing around the track without any opposition. However, at the last minute, this version with every track from the arcade original, plus all the enemy cars arrived in at Sega Europe's HQ. It shows footage from each of the three tracks (a car and out-of-car views were filmed) and even shows a sneak preview of the bonus lakeside track. We think you'll agree that this is one of the most exciting games seen on any home console.

**VIRTUA COP**

First seen at the Tokyo Toy Show in June of this year, Virtua Cop stunned crowds of people with its arcade graphics and fast-paced gameplay. Unfortunately no other demos of the game have been released since then, but rumour has it that the AMI-created title is nearing completion in Japan. Our footage shows scenes from the first level of the game and, in the game weren't ready at this point, it shows it being played with a joystick (hence the controller on the screen). This is yet another top title that should be in the shops by Christmas.

**X-MEN CHILDREN OF THE ATOM**

Again, this was another one that turned up at the last minute - and luckily, it was well worth the wait! Created from the Arcade smash-hit by Capcom, the demo shown on this video is only around 75% complete and already looks amazing! The game is arcade perfect and since it arrived in the office it has been played almost continuously, unless someone runs off with the disc, which happens all the time. Unfortunately, the finished inport version has been delayed, and it looks unlikely that this will be appearing on the shelves before the end of the year.





TIME WARNER VR VIRTUA RACING

Yes, it is a bit of a mouthful, isn't it? If you haven't heard of Virtua Racing by now - where have you been? Unlike the other Sega arcade conversions on the video, this wasn't handled by either AM2 or AM3. Instead the license was sold off to Time Warner Interactive. The result does resemble the original Virtua Racing, although both the graphics and gameplay have been improved and plenty of new features have been put in to bring the game up to date. This is the only demo of the game in existence, so it's definitely worth a look.



CLOCKWORK KNIGHT 2

The original Clockwork Knight may have been something of a travesty, but this sequel has more than made up for it. The graphics are far more impressive than the original version, and the gameplay too offers much more excitement. Once again, it's up to Peppercorou to rescue the fair Chelsea from the clutches of evil, and each level employs some of the most impressive bosses ever seen. Ignore the original, and watch the sequel on this vid and you will agree with us when we say that this is the best platform game on the Saturn.



ALIEN TRILOGY

Another title from Acclaim, this game has been hindered about for over a year, although no one has ever managed to find out much about it. But, when other magazines bring you mere screenshots, you lucky SEGA SATURN MAGAZINE readers can actually see the early demo in its full glory, and what the heck, there's even a bit of gameplay thrown in there too. Due out in March of next year, this is probably the one title on the video that has the most work left to be done on it - although from what we've seen so far it's looking very slick indeed.



WING ARMS

This is another Sega home grown title, this could redefine the air combat genre as we know it. It's another amazing 3D texture-mapped extravaganza, with slick graphics, frantic gameplay and loads of white wings - and this is your first chance to see it up and running. The PAL conversion of the game is nearing completion at the moment, with the Japanese-to-English speech and text translations the only real things left to deal with. Check out the game on this video and keep an eye on the shelves 'cos it's due to appear around November time.



And all this too...

Coming soon from Sega...

Sega Rally ● Virtua Fighter 2 + Character movement demos ● Virtua Cop ● Wing Arms ● World Series Baseball ● Clockwork Knight 2 ● NHL All-star Hockey ● Cyber Speedway ● Hang On GP '95 ● Formula 1

Also Coming Soon...

X-Men:
Children Of The Atom
NBA Jam Tournament
Edition
WWF Wrestlemania Arcade
Virtua Racing

Victory Boxing
Mortal Combat 2 - no
sound effects on this demo
Alien Trilogy
Shellshock
Tilt

Out Now From Sega...

Bug
Virtua Fighter Remix
Panzer Dragon
Daytona
Shinobi-X
Victory Goal

Pebble Beach Golf
Digital Pinball
Myst

SEGA SATURN™

NEWS

JAMMA SHOW

sees NEW ARCADE GAMES UNVEILED

The recent Tokyo Jamma show saw loads of quality new arcade games on show, and SEGA SATURN MAGAZINE called upon its Japanese correspondents to report on the proceedings. AM2 unveiled their latest beat 'em up Fighting Vipers (based on the arcade version of Virtua Fighter) along with the first playable versions of Virtua Cop 2. Marx TT was on eight player link-up. AMI revealed a new game entitled Virtual On, and Capcom announced their new comic arcader Marvel Super Heroes. And here are the details in more com' detail.

FIGHTING VIPERS

Fighting Vipers is AM2's latest creation and although it uses the same model board as Virtua Fighter 2, it looks very different. However, the gameplay is very similar to Virtua Fighter 2 which should guarantee its success when it's released over here. Yu Suzuki, head of AM2 has kept unusually quiet about the project, even though it's almost completed, which gives us reason to believe that the game is merely a stop gap to keep the purveyors happy until Virtua Fighter 3 is released. However, shots of the game do look really impressive, with each of the characters seeming more Americanised than their Virtua Fighter cousins, and they can use weapons too – including a skateboard in one instance. Hopefully the machine will be on display in the UK by next month, in which case we'll be able to bring you an in-depth feature very soon.



DRONING on a bit

Well, we can't help you if you love it, but SEGA SATURN MAGAZINE... Hopefully most of you will have already heard about the mag from last month's announcement in SEGA MAGAZINE, basically, this is SEGA MAGAZINE – it was created by the same people and still has the same pocket-juggo that it always had. However, with the arrival of the Saturn, the magazine is getting... different... it's no longer dependent on the usual quick and dirty graphics that were given the magazine – instead, we're trying to create perfect graphics and CD quality sound. Hence the tactic change and, well, complete design overhaul.

Anyway, enough of me babbling on, hopefully this issue will speak for itself – we certainly have all the up and coming top titles for you to see in both magazines and give them, and I can quite honestly say that you won't find this kind of coverage anywhere else. If any of you have any comments about this issue, whether they be good or bad – we'd love to hear your opinions (address on the mag intro page). In the meantime, enjoy...

SAW HICKMAN, EDITOR

BICE

In the quest for ultimate power Richard has now abandoned his puny physical form and has become an omnipotent god. This way he can sit at maximum and keep an eye over Sega Saturn Magazine, in fact, by summoning his into your own home by sacrificing lamps of french cheese and chanting 'Richard' backwards.

MANAGING EDITOR

TO M G

Marway boy has had a busy month, what with growing his first facial hair and discovering falcons at the bottom of his mum's garden. He's even built a little grass hut down there so he live with his new friends. They don't really eat, but it gets him out of the way for a while.

REPORT EDITOR

TO M O

Diavolo stuck the C boy this month when Slow Boy, to divert our part of their name. It was there when we printed the t-shirts for our world tour of Beldin, but when we arrived it was real disorder. The Slow Bosters, as they're now known will be referring to small arcade plantation in Worcester at the end of the month.

ADDITIONAL DESIGN

DAVE WELLSALL

Well, well, can we say about how boy Dave, and he's tall. Oh, and he's also the bloke responsible for making Sega Saturn Mag the top-looking organ you're currently holding in your stinking hands. Oh, and he likes chaps, so send him some pics of monkeys in uncompromising positions. He likes that.

ART EDITOR

JEASON

You, in a major coup Sega Saturn Magazine have signed Take That's very own Jason Anselmying, he quit his job at Take That Funnishome in Huddersfield to pursue a life where the wages are high and the hours low. I'm what a fool. And he makes the tea because he hasn't got the bottle to stand up to us.

DESIGNER

JO LOMAS

What more can be said about the topnotch-cum-reviews maestro that has taken over Del La Lomas? He's skinny for a giant, and he's not hugely tall. But he does have unusually long fingers which are designed purely for playing games and wielding his mighty joyed of doom.

BUY FRIDAY



The rozzers return

With Virtua Cop set for a November 24th release in Japan, it would seem Saturn owners are going to have the greatest arcade gun game in their homes before Christmas. Except that isn't quite the case. You see, Virtua Cop is about to be superseded as the greatest arcade gun game, by its long-awaited sequel Virtua Cop 2.

An early version of Virtua Cop 2 was unveiled to rapturous response at the recent JAMMA show in Tokyo. AMG have kept the game much in the vein of the original, allowing two players to rampage through three different levels. Level one sees our two cops, Ryger and Smirly, involved in a street shootout before the cops make a break in their cars, taking the gunfight onto the road as the cops pursue in their police car level over cops with a shootout in the docks/industrial district before moving onto a heavily crisscrossed area for plenty of corridor-style gun fighting. And the final level takes place in the busy subway train system. Using the same Model 1 technology as the first Cop game, V2C looks far superior even at this relatively early stage. There's no fixed release for the game, but we expect to see it in arcades before Christmas so expect a full showcase in the next couple of months.



MANX TT



Now that Sega Rally has almost been completed on the Saturn, Research Tools AMI have turned their hand to another racing title, this time based on the tale of Manx TT race.

From what we can tell, the game is finished and although the action takes place on bikes instead of rally cars, even better than Rally which is no mean feat considering how good that was. Watch out for more on this one next month when we'll be getting our hands on one of the very first versions in Europe.

FULL FORCE

What's this? Another classic battle strategy game re-visited? It certainly seems that way from these early screenshots. There's not much information at the moment, and it's uncertain whether it will appear in the UK, but it does look very impressive with some smart visuals, loads of things going on and lots of big weapons.



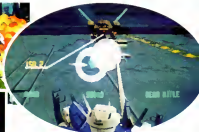


VIRTUAL ON

Disparaged by the might that is AMI and AMV, AMI has always had a tough time of it where it comes to getting their titles noticed. But then again, when they came out with titles such as *Coil Riders*, that's only to be expected.

They're looking to put things right this time round though, when they unleash *Virtual On* to the European public. The title took something of a back seat at the show - understandable when you consider the huge amount of attention devoted to *Mars TT*, but it did still do a fair coked of budding AM fans, which is a good indicator that it will be popular over here too.

The game takes the form of a 3D robot blaster where you choose one of eight characters to wander around 3D environments and shoot enemy robots with. Each character has three weapons, controlled by using two joysticks - one to shoot everything in sight, and the other to look around and measure. There's also plenty of action, and the robots are made up from the usual AM polygon construction kit. Like we said, this was more low key than the other two titles, but nevertheless, we'll be bringing you more info in the next issue.



SATURN X-MEN *nears completion*

Ask any arcade fan what the hottest 3D beat 'em up was this year and if they've got any sense, they'll name *X-Men: Children of the Atom* in number one. It's totally stunning, it stars the coolest superheroes in comics and you'll be able to play it on the Saturn real soon.

And the good news is the Saturn version looks set to be virtually identical. Originally scheduled for a September 19th release in Japan, the game's street date has been put back, but we've managed to play a special demonstration version designed for Japanese retailers to showcase in their shop windows. And amazingly it looks, sounds and plays like the coin-op original right down to the very last detail. The finished version will have eight

selectable characters - Cyclops, Wolverine, Storm, Omega Red, Colossus, Psylocke, Spider-Man and Sentinel - and the two bosses Juggernaut and Magneto.

X-Men

Children of the Atom is causing quite a stir in our office and if Acclaim manage a pre-Christmas release, it will undoubtedly be one of the hottest Saturn games around. All the more so because PlayStation owners don't get their version until sometime next year. Look out for our huge review and showcase soon. In the mean time you can find out exactly how good it is for yourself because it's another one of the top titles featured on our excellent cover video!





SURF the SEGA NET

If anyone looked back in 1995 and wondered what the most important influence on popular culture was, they'd have to say the Internet – and if you own a Saturn you could be on-line next year. Sega are working on an add-on which allows direct Internet access. It's also designed for network gaming over the phone-line, which makes link-up cables look puny and out of date.

Sega Europe's head, Malcolm Miller commented: "The creation of Sega's new multimedia division shows the level of commitment we have to this for real and provides us with further evidence that the true potential of the Saturn is still to be released". No price has been fixed, but it looks like being the shops by July 1996.

Sega News and Events

SEGA NEWS (Saturn) - Sega will announce the Saturn version of the game in the next few weeks. It will be available in the UK in the next few weeks. It will be available in the UK in the next few weeks.

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PUTTING THE HEXXEN ON YOU



Top PC title Hexxan (he follow up to Heretic on the PC and a kind of Doom with swords) is Saturn bound and with any luck, will be in the shops by Christmas. This is a 3D adventure with loads of atmosphere, tons of action and the graphics are nothing short of amazing. Although there are RPGs on the way from Sega themselves, this has plenty of blood and guts and is far less cutesy than anything we've seen from the big S. We'll be bringing you a huge preview on this one next month.



BAKU BAKU earthlings

One of the most entertaining Megadrive carts ever has to be of Robotnik's Mean Bean Machine, so you'll be glad to hear the Saturn's getting similar games. Baku Baku Animal is the first, but instead of coloured beans it features curly critters and their favourite foods. Due to the obscure nature of this title, it's unlikely that this will officially reach UK gamers, although you can be guaranteed that it will reach those shores in some form.



MEAN MACHINES SEGA



FREE!
EARTHWORM JIM 2
SUPPLEMENT

ATTENTION GAMES MAGAZINE BUYERS!
THE LADS AND LASSIES AT MEAN MACHINES SEGA, THE NATION'S FAVOURITE SEGA MAGAZINE, HAVE NOW BEEN OFFICIALLY RECOGNISED BY SEGA AS 'REALLY JOLLY GOOD'. SIGN UP FROM NEXT ISSUE FOR OFFICIALLY ENDORSED JAPES, MALARKEY AND EXCLUSIVES. LOOK OUT FOR THEIR CANNY X-MEN ISSUE WHICH COMES WITH TWO FREE GIFTS. TOP-HOI! WHAT?



BAZOOKA JOHNNY



No, it's not another form of gun from the seventies. It is, in fact, a brand new Saturn title from programming house US Gold. Like everyone else, the programmers at their headquarters have been working away on new systems, and are concentrating their efforts on getting some top quality Saturn titles out in time for Christmas. Johnny Bazooka is the first, and they're aiming for it to be very different from anything they've done before. Johnny, though, is your usual platforming hero - gelled back bar attitude like nobody's business and positively brimming over with testosterone. He appears in his very own platforming game, and before you groan, the Goldies have promised us that it won't be anything like the stuff seen on the 16-bit machines. All of the levels use Silicon Graphics-created sprites and backgrounds, and the gameplay, which employs many puzzle elements, aims to be much more complex than platformers of the old days. The characters you see here are the first actual graphics released from the game, and give you a good impression of the kind of tone US Gold are trying to put across.

KOMBAT 3

Although SEGA MANGAZINE invites us to have already seen our stubs on MEG in 1993, we're going to run the story again for anyone who hasn't already seen it. So here we go: MORTAL KOMBAT 3 IS COMING! Snapped up by GT, who incidentally whipped the license from under Acclaim's feet, its due for an early '96 release. The reason for this, as you may have heard, is that Sony has now waived the game from appearing on any other format for a period of six months - spoilers! The good news for all Saturn owners is that Mortal Kombat 3 WILL be arcade perfect in every single way known to man, and it will be every bit as good, even though it will arrive a bit later than everyone would like. As far as we can tell a lot of the features are taken from the version two cut-up - which was totally fantastic for console.



THIS BRUTE JET LIVES ONLY TO ENJOY THE PAIN OF
TO KEEP THE WORLD FROM KNOWING HIS
BEGINNING AND END. THIS BRUTE JET LIVES TO
PUNISH THE GENTLE PEOPLE.



WANT A REVOLUTION

Arcade conversions are arriving on the Saturn (kick real fast), and with this month comes news of yet another - Revolution X. This little-known shoot 'em up features veteran rock fraggles Aerosmith and, with any luck, it should be arcade perfect by the time it arrives on the Saturn. For those who have never indulged on this wannabe-rock fest before, it goes something like this: The badies of the twenty-first century are attempting to stop people from listening to rock music ever again, and handle an attempted kidnapping of rock gods Aerosmith. Naturally, the Aeros launch a full attack against these evil politicians and shouting evildoers from their secret hideaway, command you to sort out the bad guys for them. Typical rock stars, eh - never do their own dirty work.

NOMADIC LIFESTYLE

Cadjet thinks will be over the moon at the latest announcement from Sega - it's a handheld Megadive! Yep, from a Game Gear sized machine you'll be able to play all your Megadive games on the move. Well, we say you'll be able to play it, but at the moment Sega Europe are undecided whether they'll be releasing it over here. We think it would be a great idea though - if it went on sale far around (if you) the actual price of the handheld is still under bromed; it could still bucketloads, and it will certainly give all those old Megadive carts an extended life. The handheld also comes with an adapter so you can play games through the TV too! And here it is, all in all, guys.



THE DOG'S PERIPHERAL



Sega

Saturn's accessories are pushing game play to a whole new level. Especially the awesome new Video CD Card (MPEG), which allows you to watch movies and music videos like never before. These peripherals are definitely not to be sniffed at.

THE
GAME IS NEVER
OVER



MARVEL *Super* HEROES



Coming soon to an arcade near you is Capcom's sequel to the X-Men can-op—Marvel Super Heroes. Based on the recent Marvel crossover storyline *Infinity Wars*, the game features four of the arcade X-Men—Wolverine, Pyro, Juggernaut and Magneto—plus six more top Marvel characters—Blackheart, Shuma-Gorath, Iron Man, Captain America, Spidee-Man and the Incredible Hulk. And if you think X-Men is amazing, just take a look at this game: The super combat is taken to even more extreme heights with Spidee's acrobatic and web-slinging antics, and The Hulk can even leap into space to drag an asteroid down! On top of this, you can collect Infinity Gems that endow you with various super-powered attributes such as turbo-speed and invisibility. Collect them all and your character's fighting abilities are totally transformed. And you'll need them all to defeat the final boss, a character called Thanos—who in the comics wiped out half the sentient population of the Universe with a single thought! More next month! True-believer!



JACK'S BACK!

Already a hit on the PC, *Inforgames*'

Alone in the Dark is to be converted to the Saturn. The game is already in its third incarnation on the PC, and has proved to be one of the biggest games of all time—with this regarded as the best of the three.

It seems as though there will be a fair amount of these games released on the Saturn next year and they're the perfect tools to show off its graphical capabilities. Here's a few early screenshots just to give you an idea of what you'll be seeing in a couple of months.



ANIME INTEREST YOU...



We predicted it months ago but we never really thought that it would happen. *Vinica Fighter* is getting the Anime treatment! We don't really know much about the story that the series will follow but hopefully it will be a lot better than the recent *Streetfighter* effort. It's not known at the moment whether *AM2* have any involvement on the project at all although it seems likely that each character will retain the traits from the arcade original. More news on this one as and when, but in the meantime here's a sneak preview of what the finished result should look like.



STOP PRESS!

If you're thinking of entering our period competition on page 55, take note that there's been a change in the rules. All high scores must be recorded on the Claditor table—that's the first table in the game. Thank you.

I'M SO CONVENTIONAL.



I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE **CLEARs ALL THE DEAD SKIN, GREASE AND GRIME** OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE **WIPEs OUT THE BACTERIA** THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS. I USE **OXY DUO PADS** EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.



SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE - ALWAYS READ THE LABEL - OXY AND OXYCUTE 3M! ALL TRADE MARKS.

In Development

Wondering

whatever happened to Yumemi Mansion?

Losing sleep over the fact that D hasn't yet appeared on any UK release schedule? Well, worry no more, because we've tracked down all those elusive overseas titles and can even ascertain when (or if, as the case may be) they'll be appearing in good old Blighty. And remember, you may have already read reviews on some of these titles in lesser magazines, but you certainly won't be able to play them without paying hefty import prices and adjusting your PAL Saturn to play foreign titles - which we do not advise.

Hang On GP'95



BY SEGA RELEASE FOR

Even though it's old enough to be your grandmother, Sega's Hang On coin op is probably still the most famous arcade motorcycle racer in existence. So, it's good to hear that Sega are working up an all-new go's version of the game for the Saturn. Mind you, it's such an all-new version that,

short of the name and the fact that it's got bikes in it, it's absolutely nothing like the original Hang On at all. In fact, it's more like Daytona USA, complete with fully textured polygon graphics. Still, the idea of a Hang On-style racing game with fully 3D graphics sounds like a pretty tasty prospect. And indeed, from the early version of the game we've played, it's shaping up to be a potentially hot title.

Hang-On GP features three different viewpoints as you race against 20 other bikes, passing through checkpoints to keep the bike from running out. There are five different bikes to choose from, each

with its own handling, acceleration and top speed ratings and six exotic courses to race them on. Although Hang-On GP is already running at a fair old speed, it still requires a lot of work on the handling and adding of the bike before it's complete. Nonetheless, it's due out in Japan in October and should prove to be an excellent racer.



Looks a bit better than the original Hang On, doesn't it?



Sega have benefited their most annual of devices, being overseas.



Hang-On GP promises to be dead fast.



Plenty of twists and turns to negotiate.



Now this is proper multi-year-parts racing. It's made even tougher by the way the bike leans around corners.



It's going to play as well as it looks.





Guardian Heroes

BY SEGA/TREASURE RELEASE 1998

It can be an almost living legend when innovative game programming is concerned - they were responsible for some of the most exciting titles on the MegaDrive, such as Gunstar Heroes and Dynamite Headdy. Notorious for games involving huge bosses and well, not a lot else, they've been somewhat quiet of late. The reason for this absence is because they've been busy bringing us Guardian Heroes, a brand new Saturn best-seller up based in their now classic style. This is a side-scrolling beat 'em up featuring six different characters. By calling up your memory, thought bubbles you can summon help, massive explosions and a host of weapons which can be used to defeat enemies. In the vein of all Treasure games, the action is absolutely frantic, and there's loads of stuff on screen at once. They're even attempting a simultaneous six player battle mode. It's still undecided whether this game will ever make it on to UK release schedules, but we certainly hope it will - it may not be the most usually impressive product we've seen, but it plays really well.



These huge explosions and special effects make Guardian Heroes look like a real hot prospect.



F-1

BY SEGA RELEASE 1998

SEGA SATURN

Beery! Another driving game for the Saturn but it should be a brilliant one! Beery!



Sega have become something of young experts of late, in addition to current King Kong on the Saturn, they're also deep in the development dungeon working on F-1. Now this game never appeared in the arcade, but Sega are still hoping for big things when it's released early next year. Every single detail of Grand Prix racing has been painstakingly recreated, from authentic tracks to real cars and the ability to tweak just about every detail of your F-1 racer. It also aims to recreate the atmosphere and feel of Formula One, like driving, making it more of a simulation than other driving titles such as Sega Rally or Daytona. More on this one next month when we should have our hands on a preview version.



in development

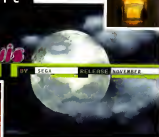
Mansion of the hidden souls

This haunted house mystery was released at almost the same time as the Saturn in Japan (and named Yamuro Mansion) and received a rather lukewarm reception. The basic premise of the game is similar to Yin Quest - there's a spooky house to be investigated and to get to the bottom of the mystery you'll have to explore every nook of every room, discover clues, and find

objects that will allow you to access new and secret parts of the house. Played from a first-person perspective, the game features fully rendered rooms and an array of bizarre characters who are trapped in the house, which are naturally all out to get you. When this first arrived in the office it seemed to be a straight copy of the Mega CD game of the same name. Now we've had a look at the PAL conversion the story is a little different and, of course, the graphics are about a hundred times better. Although this should be out by mid-November, there's still work left to be done on the English version, hence the lack of a review this issue.



Scarily ghosts don't play pool, do they?



BY SEGA RELEASED NOVEMBER



The red carpet treatment.



WING Arms

BY SEGA RELEASED NOVEMBER



When we followed this game very closely in Sega Stage we - from the very first screenshots to the near finished sets on that we're able to show here - from what we've seen and played, it seems as though Sega could have a real winner on their hands. Taking more



of an arcade air combat stance rather than concentrating on being a flight sim, Wing Arms is a fast and furious shoot 'em up with multiple missions and crisp up quality graphics. Which is funny really because although it has a different name, it's obviously based on Sega's arcade title, Wing War. The objective, as in all flight games, is to obliterate the enemy (but there's loads of novelty features such as multiple camera angles - in side and out

side the cockpit and also from in front of the plane [so you can see what's coming from behind you]) so all that looks like it could be a really exciting game, so we'll be bringing you a showcase next month.



in development



MYSTERIA

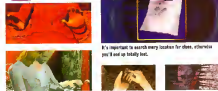
BY SEGA

RELEASE: LATE 1995

You may remember this title from its original Japanese name *England Saga*. Ever since it first appeared in Japanese magazines, the European press have tried to get as much info about this title as possible, although very little seems to have been released on the game. However, it's easy to tell that this is an RPG of epic proportions, with the main game taking a similar stance to the *Skirmish Force* series released on the Megadrive and the Mega CD. There's no big programming house behind the title, but it seems to have done fairly well in the Japanese charts, a though when the import version arrived in the office we did have more than a little trouble trying to decipher the wads of Japanese text. It's still scheduled for a European release sometime this year, and as well as translating all the Japanese story (it ain't no talk by anyone's standards) it will also be involving a name change. It's new moniker? *Mysteria*. Beaters of Love. Makes loads of sense, doesn't it?



D



It's important to search every location for clues, otherwise you'll end up totally lost.

BY ACCLAIM

RELEASE: JANUARY '96

What can we say! Although the Japanese version of this game is the only one available at present, it's still absolutely amazing! Released over three years ago, it's still straight to the top of the charts in the first week. It's easy to see why: this cyber-horror thriller is easily the most atmospheric adventure on the machine to date, employing excellent graphics and a nail-biting storyline. After murdering all his patients, a warped doctor goes into hiding at his spooky old house. His daughter Laura goes in search of him and discovers that not only has her dad gone completely crazy, but the house contains terror beyond imagination. This is another title where you wander from room to room picking up objects and discovering clues, but the puzzles are sometimes fairly complex and at times, the action becomes nail-biting, not to mention one of the top overnight gay. At the moment, Acclaim are working on the English speech for the game and we can't wait until it's released, even though it will be a hell of a ride.

Golden Axe: the Duel

BY SEGA

RELEASE: FEB

It seems like all those old Sega coin ops that made the Megadrive such a success when it was launched are making a comeback in one form or another on the Saturn. *Hang On GP* is currently in the works and now Sega's classic beat 'em up of yore, *Golden Axe*, is coming to the Saturn. Sort of.

Whereas the original game was a scolding fighting affair, *Golden Axe: The Duel* is a straight one-on-one beat 'em up of the *Street Fighter* variety. Featuring ten different warriors, including the original *Golden Axe* trio and the dead-dad Death Adder, the game is packed with all the usual special moves such as fireballs and dragon punches, neatly blended with the more typical hack 'n slash action of *Golden Axe*. What's more, it's a tip of the hat to the old game, *The Duel* even features the little step who runs on screen releasing magic power-ups when you hit him, thus providing each battle with the potential for some awe some spell-casting antics. *Golden Axe: The Duel* is set for release in Japan any time now and we'll cover it in depth next month.



COIN OPERATED

With the Saturn's three biggest Christmas titles being near-perfect conversions of Sega's hottest arcade games, the gap between state-of-the-art coin-ops and the latest home software has never been closer. As such, we intend to bring you more in-depth arcade coverage than ever before, because the smash-hit coin-ops of today will be the console games of tomorrow.

THE INDY-FANS

WITH BRANDS CURRENTLY FLYING ABOUT THAT AMI ARE SECRETLY HEERING AWAY ON DAYTONA 2 USING THE HYPER-POWERFUL NEW MODEL 3 ARCADE TECHNOLOGY, IT SEEMS WE COULD WELL BE IN FOR EVEN MORE BOLDLY FAST ACTION. Well, that may be the case sooner than you think, because "SEGA RESEARCH & DEVELOPMENT DEPT AMI" HAVE JUST FINISHED WORK ON AN ARCADE RACING GAME OF THEIR VERY OWN, BASED AROUND THE REAL VERSION OF THE OVAL CHARGE USED IN DAYTONA USA.

Indy 500 is actually the officially licensed arcade game of the Indianapolis Motor Speedway track, where the world-famous high-speed 500 mile races take place. Of course, being an official licence it can't have giant flat machines, roulette wheels and Sonic mountains like the Daytona beginner track. Instead, AMI have gone for a far more realistic approach, authentically recreating the surroundings of the real Indianapolis course to make the game look as true-to-life as possible. And, using the tried-and-trusted Model 2 board to generate the textured polygon graphics, the game looks and moves as realistically as its arcade predecessors, Daytona and Sega Rally.

ONE FORMULA

Following the formula set down by Virtua Racing all these years ago, Indy 500 has four different viewpoints to play from (overhead, behind the car, cockpit and nose-to-the-track), as you hurtle around the lethally fast oval speedway in a three lap race against 33 other vehicles. Trying to make the next checkpoint before the lane runs out. Boosting stuff, but short of the realistic scenery, it all sounds more than a bit like Daytona USA. So what's new?

Well, the single most important difference between Indy 500 and Daytona is the cars. Indy 500 employs

custom-built racing cars for as high speed thrills. Low slung, with huge thick tyres and aerodynamic fins, these vehicles take the arcade racing experience to new heights with a top speed of 180 km/h. To emphasise the speed-orientated nature of the game, you have to cope with a 6-speed racing gear box when you play the game with manual gears. Don't worry about the professional racing angle affecting the bumper-to-bumper action, though, there's still plenty of opportunity for spectacular crashes. These are even better when you witness the car-flipping devastation from the cockpit viewpoint!



coin-operated



ARE COMING

THREE COURSE MEAL ON WHEELS

Official license or not, you still can't get away with having a game based around just one track, especially when it's just a straightforward oval one. So AMI have included two more tracks of their own. The Advanced Highland Raceway takes the race into the mountains, as you weave through rocky canyons, over raging rapids and through wood and areas. The best part being a stomach churning roller coaster style downhill stretch.

The Expert Bayside Course is more of an urban race track, as you speed your way through sections of city streets packed with 90 degree turns. With the sides of the track closed off by concrete walls and fences, multiple pile-ups are almost guaranteed when too many cars vie for position on the lethally fast stretches of tarmac.

All the tracks have been designed with high speed racing in mind, and to keep the miles-per-hour at the maximum right from the start, each race begins with the now legendary Rolling Start, sending you past the green starting flag with the gas pedal pushed hard to the floor.

Indianapolis Motor Speedway



Expert
Bayside Course



Advanced Highland
Raceway



coin-operated

INDY 500™

RACING TO SATURN!

Having recently been showcased at the Tokyo JAMMA show at the beginning of September, you can expect to see Indy 500 pepping up an arcade near you soon, with the more impressive eight-player linked set-ups making an appearance at larger venues. We strongly recommend you give it a test drive if you see the machine. However, there's good news even if you can't get to an arcade. Sources at Sega have confirmed that Indy 500 will be making it to the Saturn, although exactly when is still shrouded the mists of future time. Rest assured though, you'll read all about it here first.



Indy 500 promises to be one of the best-looking Sega racing games.



Did you know Indy runs on Easter Island Formula One? There you go.



Like most driving games, this is the best view-point to play in.

Now you didn't want to do that, it'll mess up your eyes.



The tough bit about making on the wall track is the banking turns. These are the best places to overtake, but you're more likely to crash doing so here.



F I R E S T O R M T H U N D E R H A W K 2



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INTRODUCING A GAME CLASSIC...

Best-selling Game of 1993



Best Console Simulation
of the Year



Sega Mega-CD Product
of the Year



Sega Mega-CD Shoot 'em Up
of the Year



Bought by 80 PERCENT of
Mega-CD Owners

WHAT GAME IS IT?

THUNDERHAWK

What we have here is the definitive Mega-CD game... The yardstick by which all others will be measuredd

GAMESMASTER 94%

If you've got a Mega-CD you have two choices: buy Thunderhawk or sell the Mega-CD.

SEGA ZONE 92%

Thunderhawk's an action-packed, in-yer-face flight sim that's more fun than any game has a right to be.

MEGA 91%

It puts anything else on the Mega-CD to shame... A standard by which all future Mega-CD games will be judgedd

SEGA FORCE MEGA 92%

This is the game you simply must play...

This is the game that will embarrass the hell out of the other CD-developers.

SEGA POWER 91%

GET READY FOR THIS...



BY VIRGIN
 PRICE £79.95
 RELEASE NOVEMBER

Although **pinball games** have always been popular on consoles, they've always been pretty limited, mainly because you can only play them in 2D, which tends to spoil the atmosphere somewhat. However, there's **bigger and better things on the way** for the Saturn, including this amazing **3D pinball sim** from Virgin.

I

t's certainly true that Sega's first outing into the pinball realm was a rather disappointing. In digital Pinball, the whole table was shown on screen at once, so there was no movement in the game (apart from the ball and flippers that is). And, because everything was on screen at the same time, the entire game seemed a bit gungy. Plus, since it was aiming to be more of a "simulation" the bonuses weren't very exciting either, consisting of floating led screens alerting you that you'd gained a few extra points or leading the way for a wealth of point saving opportunities. However, we've always been of the opinion that programmers should use a bit of artistic licence when it comes to pinball sims - even if it does stray away from the original rigid gameplay. Yep, we want bonus games, secret tables, multi-ball play - the lot.

Which is quite good really because that's exactly what Virgin have come up with. IFL, currently deep in development is the first 3D pinball game ever. Flip the ball up through a tube, and you'll get

WE'VE ALWAYS BEEN OF THE OPINION THAT PROGRAMMERS SHOULD USE A BIT OF ARTISTIC LICENCE WHEN IT COMES TO PINBALL SIMS, EVEN IF IT DOES STRAY FROM THE ORIGINAL, RIGID GAMEPLAY.

to see it whizzing around from a zoomed-in perspective, which it all the way around the table - and indeed your 3D friend will follow suit. And although these scenes do cut into the gameplay with alarming frequency they make the proceedings seem more exciting.

In addition to all the 3D mayhaz there's seven differently themed tables, all with individual features, and some very realistic gameplay. At the moment, the amount of 3D moves the final version will include has been undefined, but it's already looking really impressive. Nottingham based codes NMS (developers to the gaming realm) are putting the final touches on the title, and with any luck, it will hit the shops in the middle of November.





Tilt

3D pinball wizardry from Virgin



Whenever you aim the ball through the hole, the action zooms in to give you a close-up of the action. Of course, this does interrupt the gameplay for a couple of seconds, but it certainly makes the proceedings much more exciting than pinball games of the past.

Tilt is the first 3D pinball game to appear on the Saturn, and looks set to bring a new wave of excitement to what has been traditionally known as a cerebral dull game.

A choice of seven tables awaits you although there's no bonus games included yet.

Unlike Digital Pinball, the tables in Tilt scroll up and down as you play the game.



Look for opportunities for high-point scoring bonuses, as well as some absolutely huge tables.



BY JVC
PRICE £79.95
STYLE SHOOT 'EM UP

Although there's some **near-damned amazing games** out on the Saturn at the moment, it has to be said that if there's one thing that Sega have failed to bring into the home, it's the good old **air combat game**. Anyway, while we're waiting to see the finished version of the forthcoming Wing Arms (looks like a real cracker), here's a sneak preview of **JVC's version of events**.

What can you say about an air combat game that hasn't been said a hundred billion times before? Explaining the plot isn't exactly difficult - fly through 3D terrains shooting everything and anything that moves whilst avoiding the path of enemy fire. Simple, isn't it?

Well, kind of. While this describes the essential gameplay down to a tee, there is plenty of other stuff that makes JVC's Deadly Skies a force to be reckoned with. For a start, you'll be up against some of the most experienced and skilled pilots ever to have graced the realm, and what's more, they're all equipped with the best fighter planes on the market in addition to the traditional Mig '39, you'll have to take out an F-15 Eagle, an F4 Phantom, an F4U Corsair and a NATO flying saucer. There's loads of different terrains to fly through, including the jungle, the

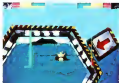
EXPLAINING THE PLOT ISN'T EXACTLY DIFFICULT - FLY THROUGH 3D TERRAINS SHOOTING EVERYTHING AND ANYTHING THAT MOVES WHILST AVOIDING THE PATH OF ENEMY FIRE.

desert, the ocean and a city terrain that bears a striking resemblance to A Far Eastern City Not Far From Kuwait. Unlike an combat games in the past (such as Afterburner), there's loads of scenery detail, and although the gameplay remains largely the same, it's really smooth to play - plus there's loads of action in every level.

At this stage in development, it's quite difficult to tell just how good the finished product will be, and it's fair to say that when it's released it will face some really stiff competition from Sega's own title Wing Arms (which should be ready for review in time for next issue) and Core Design's Thunderhawk sequel Pinestorm 3D, with all its splendid 3D-ness and high speed shooting, it's certainly in with a fighting chance come Christmas time.



In enemy planes! Not really for the love of unnecessary blasting and huge explosions - although it may be your plane that ends up scattered across the Pyrenees.



The city skyscraper stage. It's tight, obviously.



Apart from the bits above, the entire game is played out in 3D - and that you'll expect anything less from the Saturn. However, Deadly Skies also has much more detail than combat games of the past, and certainly offers plenty of level variety.

Deadly Skies: High speed air combat over various terrains. Will go head-to-head with both Sega's own 19th Wing Arms, and Core Design's air Master Pinestorm 3D (see preview) when it's released in December.



Deadly Skies

Deadly air combat hits the Saturn!



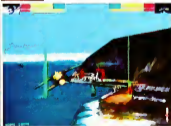
Despite the Japanese name, *Deadly Skies* is actually being developed in Norway.



The gameplay is pretty similar to Sega's own classic *AirStorm*, although the Falcom product should boast far superior graphics.



A choice of eight fighting air systems, each with their own customized killing machine status for a huge and varied challenge.



There's various features to boast it not in *Deadly Skies* - this is the scene stage, and like all scene stages, it's the most space in the entire game. However, the city and desert sometimes have much more detail, and far more complex systems to battle with too.



At the moment, *Deadly Skies* is around 80% complete, although the control system still needs some work.



It's a shame that so far, no simultaneous two-player option has been included.



BY **CORE DESIGN**
 TITLE **ETEA**
 STYLE **SR SHOOT 'EM UP**

Two years ago, Core Design **wowed the console world** when they released **Thunderhawk** on the Mega-CD, and ever since, they've been renowned for producing high-quality games on every format. But, in recent times they've turned their collective hand to the Saturn, and it's this format that's been deemed worthy of **Thunderhawk's sequel**

As in the original game, *Firestorm* is a high speed helicopter combat sim, and Core Design are lifting many of the game features from the original title for the forthcoming Saturn version. However, although the gameplay will remain roughly the same, the action is much faster and naturally, there's loads more detail than was found in the original.

In all, there will be 32 missions to complete with most missions requiring several tasks to be completed before the next level can be taken on. Each stage holds a multitude of 3D texture-mapped terrain, plus there's the now standard polygon-generated enemies that pop up at every conceivable moment. The original *Thunderhawk* team have been drafted in to work on the sequel, and lead programmer Marc Avery is already hopeful for the end result, claiming that "in *Firestorm* *Thunderhawk*

THE ACTION IS MUCH, MUCH FASTER AND NATURALLY, THERE'S LOADS MORE DETAIL THAN WAS FOUND IN THE ORIGINAL.

we're pushing the new machines to their absolute limits. This game's going to be faster than anything you've seen - and anything you're likely to see for a long time on any of the new formats."

There's many new features in *Firestorm* - you'll be able to view the game area through 180 degrees and there's loads of different camera angles to mess about with too. Plus, from what we've seen of the very first demos unveiled at a recent trade show, the gameplay seems really impressive - being both incredibly

fast and utterly chaotic. However, by the time it's released in November it will already have its stiff competition in the form of *Deadly Guns* from NEC and *Wing Arms* from Sega - although if Core's past efforts are anything to go by, this will be heading for certain success when it hits the shops in November - and as an extra, new Saturn owners will be treated to a free in-pack demo of the game in October.



With flight view coming thick and fast on the Saturn, it's difficult to tell who will come out on top. However, Core Design have a brilliant reputation for this kind of game and are definitely among the top contenders.



In addition to multiple camera angles, you can now view the game through 180 degrees at any time.



Your 3rd flight pop falls and sticks over by the very best engines.



Firestorm

Core Design's classic gets the sequel treatment



You can view the game from a variety of angles for a more complete experience.



Massive explosions are the order of the day, and luckily they tend to happen with alarming frequency.



At the moment, only one level of *Firestorm* is completely finished, hence the abundance of screenshots taken from this level. However, Core still hope to finish the title by November.

Chase your foes through a multitude of 3D landscapes and use various deadly weapons to eliminate them with the utmost of ease.

letter



Normally we at SEGA SATURN NEXT GENERATION MAG, or whatever it's called now, like to keep our letters pages bright, breezy and generally not too depressing. But this month we have a real cause for concern. Where is Sonic? Last seen driving a small go-kart, everyone's favourite blue hedgehog in red trainers with a sidekick called Tails, a mate called Knuckles and an arch-enemy with the handle Dr Robotnik (just so you don't get him confused with anyone else) has disappeared. Do you know where Sonic has gone? Is he just wished up? Can you suggest future careers for the blighter? Or don't you care? We don't. Anyway, if you've got something to say, write in to us at:

DEAD DOGBOYS MAILBOX, SATURN SEGA SATURN SONIC MAGAZINE, PRIORITY COURT, 30-32 FARRINGHAM LANE, LONDON, EC3R 3AL.

There's a prize for every envelope containing large amounts of cash (sterling, please).

PLEASE REPLY IN VULCAN BRAINWAVES

DEAR SEGA MAGAZINE,

I have been a reader of your magazine since June '93 and inquiring if it's possible if you could send me information on back issues that are still available. I really think your magazine is cool. Also, can you tell me how to get these hidden characters from Mortal Kombat 2 for my Megadrive? They are "Pang Wolf" and "Rik" which are rumored to exist in the game.

And one more final question. Please can you tell me the Fogalities (that's if you know) on "Gib Nasty" inside in the cheat menu of the performance of all the character's finishing moves.

I would be grateful if you could help me with this. If not I'll still love your magazine. Please reply in writing. Thank you.

Rachel Medupe, Colchester, Essex, London

Blarney, another back issues letter! Right, let's get this straight! You want to try ringing the lovely helpful staff at our back issues department on 0800 40888 who should be able to help. Pung Wolf and Rik don't exist! And I'm afraid we haven't got a clue how to do the Fogalities. Ed Lonzo's right, but he's in a huff because we called him ugly, so he won't tell us. And we've replied to type. Sorry.

SICK OF IT ALL

DEAR SM,

You're probably getting sick of this, but I'd like to have my say regarding the 32X and Mega CD.

I own these machines and being a dedicated 32X owner

I'm becoming concerned about the machine's future. The Mega-CD was unsuccessful not because it was a poor machine, but because hardly any of its software exploited its potential. Even today's releases are mostly FMV and 32X CD-ROM titles are just the same FMV games with better quality footage. It's disappointing that few 32X games utilize the CD-ROM because the only real problem with the 32X is that being cartridge based it has limited memory.

Still, even without CD-ROM memory the 32X still boasts some fantastic games. The Mega titles are all exceptional as are more recent releases such as Metal Head and Stellar Assault. But what about the future? Virtua Fighter is big news for the Seibu games shown in issue 9 will be good and SoulStar X (oh-oh!) Superlative 32-bit graphics but no 3D gameplay by the look of it. There really should be much more quality software lined up as with the Saturn.

Well I'll end by being optimistic and hoping that Sega will learn from the mistake they made with the Mega CD. Let's hope some decent games arrive in time for Christmas '94!

Chris, Nr-Y, Castle Greyhound

The trouble with the Mega-CD is that no-one was really willing to develop great games for it until enough people owned one. Otherwise no-one would be able to buy it and they'd never make a return on the (reasonable) development costs. The same story could apply to the 32X, but there are actually enough decent games either out or on the way to justify the dough, so hopefully loads of people will have a 32X on their Christmas list. That'll mean lots of potential customers for software companies, and even more games. It's a vicious circle, see! And it works both ways. SMR, fingers crossed.

I LOVE THE MEGA-CD

DEAR SEGA MAGAZINE,

I have just bought a Mega CD. The games on it are good but the graphics could be better. I think that Sega are not making any good games for the Mega CD so they can cash in on the Saturn. Why can't you get Daytona on the Mega CD? I was going to get a 32X but changed my mind and got a Mega-CD because you can get mostly the same games on Fahrenheit and BC Racers but you can play CDs (Jaws and CDC). So why do people buy the 32X with one game for £70 when you can get a Mega-CD with 10 games for £70 200!

Brian O'Sullivan, Pinner, London

Because, dear boy, the games you can get for the 32X out-perform the ones for the Mega-CD. And there'll probably be lots more of them in the future. Why don't you get a 32X as well, thereby optimising your Megadrive-based console spectacular? And you'll have a machine that looks like an evil robot.

I SAIL MY BODY

DEAR SM,

The way I get money to buy my computer games I dress up in black leather 3-point and a size leather black jacket with chains hanging from it and I go to the old peoples home and sell my body to all the old ladies.

Wag, Oregon, Samoa

Thanks for sharing that with us. The police are on their way. At least you're reading a mug with the right initials.

HOT BUG! SCOOP

DEAR SEGA MAGAZINE,

I have drawn a black and white picture of a character soon to star in a new platform game called Bug!

I would be grateful if you would show my drawing to the editor as soon as possible in your magazine.

My name is John McClang and I am 16 years old from West Lothian in Scotland.

John McClang, West Lothian, Scotland.





Well thanks for that hot snippet of news there, John, but I'm afraid the nation saw a full colour picture of Bug on the front cover of SEGA MAGAZINE issue 21. Next time you're hoping to knock a story, could you possibly send it to a couple of months earlier?

CONVOLUTED LIE HERE

DEAR SEGA MAG,

To finance my gaming habit I get a mate to film me (with a perished camera of course) walking nonchalantly along the top of a handy cliff when suddenly I trip... and fall off! In the jagged rocks below which I have taken the precaution of sprinkling with such crowd-pleasing items as nails, razor blades and broken glass shards, which always look good together. After a quick trip to casualty and a slightly longer stay in intensive care, we send the tape of this hilarious incident to Jeremy Beadle where it usually appears with family incidents such as grandma falling off his deskchair or grandma losing her false teeth at dinner time. Then still the cheque: wipe the video and repeat the whole process with me wearing a convincing disguise, such as sunglasses or a fake moustache.

There's room for endless history and variations like falling on sharpened spikes instead of glass, or if you want to be really exotic, you could try falling into a nest of vipers (which sadly are unavailable here). The possibilities are endless.

Geoffrey Gony, Charcotown, Dublin 16.

Thanks for replying to our request for how our readers get the money to play games when most teenagers can't even afford to take up smoking. That's a pretty good one, and if I'd thought of that myself I probably wouldn't be stuck working here. Incidentally, Tom G saw Jeremy Beadle in the pub once, and scared him off. It's TRUE, I was THERE.

I WILL CONFESS

DEAR SEGA MAG,

May I begin by congratulating you on the quality and affordability of your publication. I am a relative newcomer to this area of entertainment and am a firm believer in first impressions counting. Towards the end of August '95, just mid-September I must have purchased 90% of all games magazines on the market. None impressed me as yours did and subsequently you now have a loyal customer.

Congratulations aside permit me to come to the reason for this letter. I have one question to ask and would be grateful if someone could answer the following query about Panzer Dragoon for the Saturn. This to my mind is an undeniably well made game but my area of concern is this. On first playing it my jaw literally dropped on seeing the Silicon Graphics introduction (Seems like an area of concern to us - SW). However I will confess to a following sense of slight disappointment upon realising the game play levels were not of the same quality. My question is simplicity itself. Why?

Surely if they were this game would have been an epic in a class of its own.

My thanks for your time and keep up the good work.

Paul Jenkins

Peter Downes, Blyth, Croyd, N Wales



Panzer Dragoon looks like the Panzer Dragoon's graphics aren't very good. Peter also.



You certainly are a newcomer to our mag, because you're all nice and polite and general. Give it a couple of months and you'll be writing in saying 'Oh look, if you don't answer my questions I'm going to come down there bent down your office you bunch of SLAGS!'. Anyway, just because you're nice we'll answer your question. Whilst the Saturn is easily capable of handling a Silicon Graphics intro the calculations required to actually render these as interactive sprites move them around the screen and scroll the play area about to the player's whisks are beyond the reach of any home machine as yet. It's like the difference between a movie and a... er, a game.

CAN I RIP OFF YOUR READERS?

DEAR SM,

I'm thinking about selling my Sega Megadrive and buying a Sega Saturn for Christmas. Could you tell me if a Megadrive carries one or two jigsaw and eight games (Micro Machines 2, All Sonic games, Earthworm Jim, Dynamite Headdy) is worth £750 and if anyone will buy it. But if you think it's too much what price would you recommend and if more people will buy it. By the way your mag is the best I've read so keep up the good work.

David Wilson, Prokirkton, Preston, Lancs.

Hey Dave, the world's full of suckers, know what I mean? There's one born every minute, and if you make you can fog that gear for £750 then that's fine. You'll probably be a right, actually, because your collection is size 'N' by tagging 'Oh Nearest Offer' on the end of your advert to make sure you shift it, though.

PLEASE TALK TO ME

LISTEN UP SEGA MAGAZINE,

I am getting really miffed off that you are not replying to my letters. You seem happy to print my cheats but you won't answer a couple of simple short letters. I am beginning to think you make up the letters I please don't have made me waste this lovely collectors pastcard (Tony the Tiger if you're interested - SW) for nothing. It was recent to try and catch your attention? I only have one question which someone else tried to ask which got printed but not answered!

Anyway here it is. In SEGA MAGAZINE issue 7 look at pages 48-55. All and I mean ALL of the Saturn showcases look better than their final product (maybe except for Panzer). You said you saw them and they were very smooth and sharp. Virtua Racing looks ARCADE PERFECT and Daytona has NO CLIPPING and BETTER GRAPHICS. Please explain!! If you don't I know the answers PLEASE MAKE ENQUIRIES. I feel the answers are very important.

Thanks (over 3 hope).

Adilly, London.

Listen up Adilly - multiple exclamation marks and WRITING THINGS ALL IN CAPITALS are the sure signs of someone who DOESN'T PAY ATTENTION IN THEIR ENGLISH CLASSES and WON'T GET THE BEST OF THEIR EDUCATION. Anyway, to answer your question (which should have been addressed to Q&A). The versions of the games in issue 7 were rather early, and sadly some sacrifices had to be made to ensure the speed/playability of the games came out right. Virtua Racing looks pretty much the same, and so does Panzer. So there you go.



Q+A

Right. This is the all-new *Sega Saturn Magazine*, so there are going to be some changes around here. From this moment on, we no more questions on the Master System. Or the Game Gear. Okay? But you can keep on sending in those questions on the Saturn and your personal lives and stuff. Oh, and the Megadrive. Send them to **THE SERIOUSLY NEW Q+A, SEGA SATURN MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3JL**. Oh, and start putting question marks at the end of your questions. It wastes our time having to punctuate your snivelling letters.

BUDGIE FOOD!

Dear mag,

Answer my questions or I'll feed you to my budgies.
1. Are you planning to make a video of the Saturn and sell it with your magazine?
2. If yes, will it feature Daytona USA and Virtua Fighter?
3. If no, why not?
4. Are Sega planning a new games system in the future?
5. Roughly how many games will be out for the Saturn by Christmas?
6. Are Sega planning to carry on making Megadrive games or are they stopping?
PS. Please, please, please etc, make a video of the Saturn for my mag.

Thank you,

ET (Extra Terrestrial)

1. You know the answer to that. 2. Nope. 3. Because we've just seen better footage of upcoming releases on it. 4. We can't see the future. 5. Over 30 titles. 6. There are plenty of Megadrive releases still planned.

BORING STREETFIGHTER QUESTIONS To Sega Mag.

Congratulations on the brilliant magazine and could you please grant my questions.
1. In issue 1 you printed some pictures of Street Fighter: The Movie on the Saturn and on the player select screen you could choose Blanka or Demyx but in other magazines the player select screen is completely different and instead of Blanka and Demyx there is Akuma and Blanka. How come they are different and which one is the Saturn version?
2. Is it true that Capcom are releasing another SF2 game called SF3: The Interdimensional Move coming out on Saturn featuring footage from the manga SF movie?
3. Are SF2's or SF Zero coming out on the Saturn?



Sega Rally - amazing or what?

Keep up the good work Chris! York, Essexborough

Both are the Saturn version, but one is showing a cheat to reveal the hidden characters. 2. Not that we know of. The Streetfighter Alpha one-up is based on the popular animated series in Japan. They may release that some day. 3. See answer to question 2.

I AM MENTAL PLEASE HELP

Dear Mag

Really I'd just like to say THANKS!!!!!! I've been waiting to see EA or EA developing software for the Saturn. It's not, who's developing it? Is it? If it will be on the Saturn or Madden on the Saturn? How does VF 300's speed compare with the Saturn or arcade versions? And the poorer quality graphics used the gameplay at all but only played the arcade version and the graphics smoothness adds a great deal of realism?

3. Is NFL QB Club available on the Saturn? I'm sure you covered it, but can't find the Saturn version in any shops or mail orders.
4. Demyx happens to have a spare VF2 coin-opping lying around the office?
5. Why is there hardly any decent SF2 software available? Cronin Sega, pull your act together!
6. Why did you print this letter?

Bye

Tom Mac Guff Parke, Warrington

1. Yes. 2. EA are. 3. Unknown. 4. The speed is near enough identical. And no, the 'vintage' graphics don't spoil it. It looks and plays totally fantastic. 5. It is. 6. Yes, but Paul Davies of CVG has taken the board home with him. 7. You tell 'em. 8. Because we're here in helping the mentally disadvantaged.

A POTENTIAL SATURN OWNER WRITES

Dear Sega Mag,
Please could you answer my questions as I'm thinking of buying a Saturn.
1. Do you think it's worth selling my MD/AMCD 300 and about 20 games and buying a Saturn?
2. Do you think that the job will start getting more nearly as good as the Saturn like VF?

3. Will FFA be as good as the 300 on the Saturn?
4. Do you think Sega Rally will be arcade perfect?
5. On Virtua Reality they said VF was looking dated. Is this true?

Stephen Winick, Reading

1. It's up to you. 2. Well, it's got VF beat! 3. It might be as good as FFA, 300 on the Saturn, yes. 4. It's going to be pretty damned close. 5. You should stop listening to these virtual noddies.

YOU LAUGHED AT ME, BUT I DON'T CARE!

Dear Sega Magazine,
The last time I wrote to you for answers you laughed at the idea of me buying an imported Saturn and not being able to read the manual! But I don't care because it's the best console around and I've more questions:

1. What's a 'top model' on the beginner's track of Daytona Saturn? My best so far is 06:29.
2. Why does Daytona USA (Saturn) have less polygons than the arcade version when I read that the Saturn handles 900,000 polygons? Was and the Model 2 arcade board handles 500,000 polygons? And?
3. When is Sega Rally Saturn coming out (in English or Japanese) and will there be a Saturn mode without a top and Saturn specific options as well?
4. In the Daytona manual there are pictures of a CD which upgrades the Saturn so it can use an application called the Virtual Book Operator. Do you know what it is?

5. I've just got an Action Replay for my Saturn (after waiting two and a half months). Will you be putting some replay codes in your magazine's top section?
6. Do you have any cheats for Gale Racers? To make it better if possible?
7. And when will Virtua Fighter 2 Saturn be released (English or Japanese)?
8. If I use a satellite I need a question I would like to know the answer to: IS DAYTONA CODING TO BE RIMBOMBED WITH THE NEW AMU SGL OS?
PS. Does your publisher make a magazine called MAGAZINE!

David S, Penmoreth

What a pathetic time. Just look at the Time Attack Top Five this month. 2. Where are you reading this rubbish? The Model 2 board is far more powerful than the Saturn. 3. Before Christmas. It will have some all-new Saturn features. 4. In Japan, books based on a CD are popular. This also allows you to read them on your Saturn. You can't get the EDO over here, so you'll just have to read normal books. 5. It's a possibility. 6. Yes, throw it away! Ha ha, you brought Gale Racers. What a waste! 7. If we know, we'll tell you. 8. NO!

IF CRYING OUT LOUD!

Dear Sega Mag,

Am crying out loud! Please print my letter as I've read writing in about seven times. Please!
1. Will Sega Rally be arcade perfect?
2. Will it have a Saturn option?
3. Am getting a Saturn for Christmas. What games do you think I should get?
4. There is only one pad for the Saturn. Should I get another?
5. Do you think there will be a Sonic game for the Saturn?
6. Even though I will get Virtua Fighter with the Saturn should I get VF 2?
7. Should I get Mortal Kombat 3 instead of VF 2?
8. What does AM in AMU and Alky mean?
9. Who took the Saturn in the questionnaire compo? Please answer these as I get your mag all the time. Thank you

Clair

1. Well about 3. Indeedly. 2. Virtua Cop, Sega Rally, X-Men are our top Christmas predictions. 3. Yes, it's essential for Virtua Fighter. 4. Yep. 6. Grief, yes. 7. Hell, no. 8. It stands for Amusement Machines. Each of these teams are primarily arcade divisions.



New releases, two pads are better than one.



showcase

VIRT





VIRTA FIGHTER

The Second Coming



Virtua Fighter 2

After months of waiting, **Virtua Fighter 2** is finally nearing the end of its lengthy gestation cycle. No other game on any **next generation system** has been as eagerly awaited as this conversion of the **arcade AM2 classic** and it's by far the most important game on Sega's 1995 release schedule. We've seen it first and have the full, unabridged story. **RICHARD LEADBETTER** reports.

tHERE IS NO DOUBT THAT AM2 CONVERSIONS ARE HOME-BORN OF A CONTROVERSIAL ISSUE IN CERTAIN QUARTERS. THERE'S NO DISPUTING THAT THE TALENTS THAT CAN REPLICATE THE GAMEPLAY (NO MATTER HOW COMPLEX) OF ANY COIN-OP INTO SEGA SATURN, BUT PREVIOUS GAMES VIRTUA FIGHTER AND DAYTONA USA WERE CRITICIZED FOR THEIR LACK OF FINISH IN THE GRAPHICAL DEPARTMENT. TO BE FAIRLY HONEST, THIS WAS ALL DOWNS TO THE INCREDIBLE ADVANTAGE WITH THE DEVELOPMENT TOOLS CREATED FOR SEGA SATURN. NOW THAT THEY HAVE BEEN FIXED TO PERFECTION, WE CAN FINALLY UNDERSTAND JUST WHAT THE SATURN IS REALLY CAPABLE OF - AND FROM WHAT WE'VE HEARD OF VIRTUA FIGHTER 2, THE ANSWER IS: "MORE THAN YOU COULD POSSIBLY IMAGINE!" DO SOMETHING SIMILAR, AT LEAST.

VF2 GENESIS

Work on Virtua Fighter 2 actually began before Daytona USA was complete. At the beginning of the year, AM2's Saturn division was split into three sections, with each sub-department assigned to work on VF2, Daytona and Virtua Cop respectively. In fact, when Yu Suzuki first announced that VF2 was heading

for the Saturn, he predicted a Summer '95 release, little realizing the hardships ahead.

Work was delayed by the slow progress being made on Daytona USA - basically, a lot of the VF members were amalgamated into the Daytona team in order to get the game out in Japan by 1 April. Included in the shuffle was chief programmer Keiji Inafune, whose 3D collection saw some of the most impressive at Sega of Japan. The final product was amazing in terms of gameplay, but it was rushed - hence the lack of sophistication in the visuals. As a knock-on effect, this also delayed all research into VF2.

With Daytona out of the way, the VF team were able to continue where they left off. It is at this point that Akira Research handed in the SGL - the Sega Graphics Library. This new operating system for the Saturn made full use of all eight processors in the Saturn hardware and meant that as well as beating PlayStation in 3D applications, Sega's machine could now compete more effectively with 3D games. As if to illustrate the point, Sega of Japan called a press conference on March 24 with Yu Suzuki showing off an incredible 100000-polygon version of Pai for the Saturn, not on the new operating system. It was announced that Virtua Fighter 2 and Virtua Cop would be the first games to use the system.



WORK IN PROGRESS

With the aid of the new graphics routines, Mr Okuyasu's team were finally able to get to work proper on the Saturn conversion. Previously, Mr Okuyasu made use of a way of replicating the Metal Gear powered Virtua Fighter 2 on Saturn. However, the sheer speed of the Saturn meant that with some small restrictions, it would be possible to make Virtua Fighter 2 as smooth and as fast as the arcade original.

To emphasise the point, AM2 created a special demo for the Tokyo Toy Show in June, which showed Lion, Shun, Pal and Lau converting about in non-playable demos, which ran at 60 frames per second - just like the arcade machine.

Relaying pictures of these demos to placate the Japanese press, AM2 continued to work on the game engine. The main problem faced by the team was the sheer amount of techniques in the game - there are over 2,000 moves in all, almost three times as many moves as in the first game. Mr Okuyasu finally spent months developing compression techniques to get all of the moves into the Saturn's memory. As well as being efficient with memory, it was also necessary to be very fast in order to keep the speed of the game up.



Saturn VF2 might look to be in an advanced state of development, but there's still a long way to go. The bit recognition for the throws are now in place you can see from the picture to the left, but punches and kicks still fall to be coded. Bruce King's bit process through Lau's character in the picture above.

THE CHARACTERS

While this was being developed, other sections of the team were busy replicating the graphics of the game. Although the amount of polygons used by the Saturn version is far less than in the arcade machine, AM2 were able to make far more efficient use of the Saturn's chips, so it was a lot more difficult to call the difference between the two versions. However, hoping the conversion team was the fact that the Saturn hardware allowed them to come in 16 different colours on each polygon - the coin-op hardware only allowed one colour per polygon.

THE BACKDROPS

The backdrops were developed by other team members concurrently with their respective fighters. Whilst the coin-op used polygons for the vast majority of the background detail, it was clear from the outset that the fighters themselves could be the only 3D characters in the game if it was to run at the same speed as the coin-op.

Using the Saturn's mighty 3D capabilities, AM2 designed the backdrops as a series of parallel scrolling playfields staged behind the ring. In order to approximate depth, the playfield with the most detail is scaled in size using the Saturn's hardware. As you zoom in on the fighters at the beginning of a round, you'll see subtle expansion of the main background playfield.

The results are undeniably incredible. Although some depth has been sacrificed, they look just about arcade-perfect and more importantly they can be processed very quickly meaning that the game can still run at 60 frames a second.

Artwork © SEGA JAPAN

Virtua
Fighter 2





The surprisingly advanced movement in the future version of Virtua Fighter 2 is the early indicator of the Fighters' neck movement. In the info-yup original, the Fighters keep their eyes on their opponent at all times, one bobbing their heads behind them if necessary. The somewhat complex routine wasn't essential to find its way into the successor as such, however, since it is a 3D its glory pictures below and our right. According to chief programmer Mr. Okamoto it didn't cause too many problems. "We were convinced with that part work further lines essential, so we are relieved. The staff also were involved, created the program for the Fighter movement, as that seemed to work instead." The ABC team's speed's been concentrating on just the Fighters' finger movement. The task of which, future VFT-1000 work continued for.



In your next view, all the backgrounds are in the successor and they look amazingly close to their arcade counterparts too. They are not however, 2D, but are actually 3D-looked parallel backgrounds. The one-up view is similar to 2D, but includes polygons 3D objects in the foreground to create 3D effects. Hopefully ABC will attempt something similar with the future successor, one including the wooden bridge on that's stage.



Currently, some of the Fighters are studied whether ABC includes this remains to be seen, as it could also drive the action.





The writers of *VF2* share of the recent ECTS show was at an early stage of development, some of the pictures in this showcase are of a more advanced version, such as the one below which shows Hawk with her paragon and Jeffry with his doublets.



PROPAGANDA MACHINE

The appearance of a 20th-anniversary version of *Virtua Fighter 2* at the Berlin IFA and London ECTS Trade Shows has revealed to the next generation development community just what the Saturn is capable of when it's programmed by the right people. According to certain PlayStation devotees, what *VF2* is doing on Saturn would be unable to replicate to the same degree of quality on the Sony machine. Although the 3D ring and the texture characters could be done on the PlayStation (and it has been with Tekken), the scaling parallax backgrounds could not. What is also good to know is that *Virtua Fighter 2* is running on one of the Saturn's highest screen resolutions (higher even than PC SuperVGA), and it's still chugging in at a constant 60 frames a second.

All of this has come as a bit of a surprise to certain Sony-based journalists who commented inaccurately on previous occasions, based by AM2 and are now eating their words at a frantic rate. Still, glowing aside, what *Virtua Fighter 2*, Cop and Sega Rally are going to prove is that Sega's machine is probably the most powerful on the market right at the moment.

After an admittedly slow start, Sega Saturn is finally coming to the fore as the system with the most exciting games in the pipeline AND as a machine powerful enough to convert them effectively.

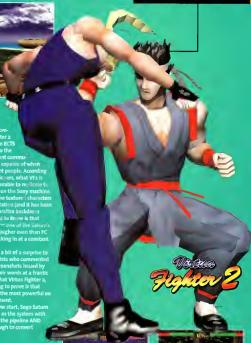
THE STATE OF PLAY

At the time of writing, there is still a lot of work to be done before the game can be described as being anywhere near complete.

The graphics still need plenty of work - although all of the characters are in the demo we have seen, it is clear that some of them are incomplete. Shou is out of scale with the other fighters (you can actually see this in the screenshots - look how huge he is), and Jeffry still lacks his enormous middle-age spread. This is being rectified as we speak, with AM2 also in the process of adding the "accessories" to each fighter. You might notice that Egg's hood tassels are missing, as is Shou's bottle. All of these require some special programming which is yet to be completed. Also, the character lock screens, which could be quite problematic to incorporate.

All of the backgrounds are in the demo we've seen, although some of the backdrops are missing their animations, such as Shou's bridge, the leaves on Lee's stage and the lightning in Sarah's coliseum level. How no doubt

Network like ETC is created by AM2 using 3D computer-generated models of the fighters which they can manipulate into any position or angle. Incredible stuff!



Virtua Fighter 2



One of the main combat sequences from

Saturn version of *VF2*, in the arena of the energy gauge and the floor, or even bars.



Characters created using of 3D are in great general detail pictures inside the Saturn's paragon. Egg's hood tassels still isn't there. It's details such as this that AM2 are currently working on.





Designed with W1, its speed and frame rate of W2 is simply incredible.

Future mapping is what really sets W2 apart from W1. Just look at that realistic Nick Anderson player like effect.

though, all of these features will be in the final version.

The most substantial challenge which AM2 are tackling as we speak is to incorporate the hit recognition. In all demos seen to date, the fighters can throw each other, but punches and kicks just sail through the opponent.

The biggest problem faced by AM2 now is in keeping the speed up. Every new program added to the whole has to be optimised to run at the highest possible speed so the super-smooth frame rate can be maintained.

The demo Sega Europe has is not playable at the moment, however SEGA SATURN MAGAZINE's Japanese correspondent has just returned from the JAMMA Show in Tokyo and reveals that the game was on display in a playable form and attracted an incredible amount of interest from Japanese VF fans (which includes just about everyone in the country).

HOW MUCH LONGER MUST WE WAIT?

Virtua Fighter 2 is the most anticipated Sega Saturn game currently in development and AM2 have continually been avoiding the issue of when it will actually be complete. Usually, a game's release date is hyped for months in the Japanese press, but this time AM2 are setting themselves no firm deadline indeed, Virtua Cop (which is all but complete as we write) has only just had a release date confirmed (November 24) and it doesn't seem like lunacy to suggest that Sega Rally (now 75% complete) may be ready before Virtua Fighter 2.

It is clear that unlike Virtua Fighter and Daytona USA, AM2 are keen to get their conversions totally complete and bug-free before releasing them. Unfortunately, this does mean that we have to wait longer before we can play them but you can be guaranteed that the finished game will be as good as it could possibly be.





Okay, so Virtua Fighter 2 looks *pretty damned sexy*. And Sega Rally is without a doubt *the business*. But, nothing, NOTHING, beats the feeling of taking a *big gun in your hands* and loosing off a round of infra-red slugs into some polygonised bad-dudes. Dontcha think? Well, you will do by Christmas. Because Cop is coming to the Saturn. *Cop is coming!* TOM GUISE arrives in a similar fashion with this full police statement.

COP



The big chrome indicator highlights the most dangerous target to cross, although all the enemies are potentially lethal.



gUN GAMES. SINCE THE DAYS OF OPERATION WOLF, THEY'VE ALWAYS PROVED POPULAR. GO INTO ANY ARCADE AND YOU CAN GUARANTEE THAT SITTING THEM, BETWEEN THE CRAZY CAR MACHINES AND THE SEVENTEEN YEAR-OLDS, THERE'S GONNA BE SOME KIND OF SHOOTING GAME.

Whether it be the twin machine-gun mounted Operation Thunderbolt, the shoot-your-hip Mad Dog McCreo, or the ludicrous Anniversary licensed Revolution X, shooting games are an arcade tradition. Sadly though, they've remained almost purely an 'arcade tradition', having never made a successful leap into the home console arena. Even the very best attempts, such as Terminator 2, using the Megadrive's ill-fated Menacer, or Konami's lethal Enforcers complete with authentic coin-up light guns, have ultimately failed to bring the gun-toting experience of their arcade parents to the living rooms. However, all that is about to change as Sega prepare to unleash an arcade perfect consolation of not just any shooting game, but the most awesome shooting game ever created!



A LOAD OF THIS!

In this featured tradition, point the gun off-screen and press fire to reload your equally traditional six-shooter.



Watch that perp's pelvis from SPLAT!, steering the surrounding area with bright blue pelvis sensitive field.



PICKING UP THE PEACEMAKERS!

Arcade Virtua Cop did for gun games what Virtua Fighter did for beat 'em ups: it was a revelation! Although at first glance it seemed to be just another lethal Enforcers clone, it only took one go to realise how much of a leap Virtua Cop really was.

Utilising Sega's state-of-the-art Model 2 coin-op board (already made famous by Daytona USA), the game added a realism never before seen in an arcade shooter. Instead of the familiar static scenery with grainy digitised people popping out from behind various bits, Virtua Cop used incredible real-time generated 3D levels, allowing the view left and right, or panning up to face some badies on a roof or taking you forwards on huge trucks loaded with gang members burst out of the hot goods warehouse. It really was like being in a city movie. To emphasize the real-time nature of the game, you could even shoot the trucks in different regions of their bodies. Hit them in the arm and they dropped their weapons, shoot them in the nuts and they dropped to the floor. Perforate them with multiple hits and they spun backwards through the air.

If you haven't yet experienced the arcade gun-fest that is Virtua Cop we seriously suggest you try it out, preferably on the huge Magallo 50" screen machine if you can. And when you do, bear in mind that this is what Sega promise the Saturn version is going to be like.

This is the Virtua Gun - the half-way mother of a light gun that Sega are launching with Virtua Cop for full arcade-style screen-lounging action.



IF LOOKS COULD KILL...

By all accounts an arcade perfect Saturn conversion of Virtua Cop seems on the cards. The AMI team responsible for the coin-op started on the game in April and since then, progress has been amazingly swift. This is thanks, in no small part, to the release of the Sega Graphics Library developed by AMI's technical department. This graphical tool allows programmers to easily access the Saturn's vast 3D handling capabilities, turning the previously impossible task of converting Model 2 arcade games such as Virtua Fighter 2 and Virtua Cop into easily achievable goals.

The first evidence of this was at the Tokyo Toy Show in June, when AMI released a playable first level demo of the Saturn version, with coin-op identical light guns to play it with. The opinion by all who played it was that the conversion was virtually indistinguishable from the coin-op.

Development has come on leaps and bounds since then. After completing work on the first level, AMI started work on level three. The Expert Stage, theorising that if they could successfully recreate the hardest level, they'd have no problems with the rest of the game. With most of the action taking place inside a huge office complex, the main problem was keeping up the speed and smoothness of the scrolling whilst handling such large polygon areas in the walls and ceiling while keeping the action going.

Daunting as it may have seemed, AMI have obviously succeeded in the task, as work has now moved on to the level two construction site. Which, as you can see from these pictures, is well on its way to completion.

VIRTA COP



Bad guys wear black suits, but good ones wear white. Don't shoot the good guys, or you'll lose energy.





The staff in the background can't just wave their hands, it's more of the level. This stage takes you through the bar gates and into the complex.



Be hot! Watch them burn! Polygon technology means characters and enemies are far more "interactive" and allows for more variety and depth in the series.



EAT LEAD, MOOKS!

An arcade perfect conversion of Virtua Cop, played out with authentic light guns on a 30" belly, is easily going to bring some of the brilliant jump-action experience of the coin-op. But, as with all gun games there's the question of sustainability. With only three fixed levels of action, how long can it all last? Well, AM2 are well aware of the extra elements needed in bringing an arcade game home. As with Virtua Fighter and Daytona USA before, they are currently hard at work on putting original features into the game, including a completely new Saturn Mode. Exactly what new features (well) though, is still a big secret.

With production on Saturn Virtua Cop drawing to a close, AM2 have finally set a Japanese release date for the game—November 24th. And if all goes to plan, the European version should follow not long after making it into our shops before Christmas. As if to confirm this, Sega have released pictures of the blue Western version of the light gun (the black Japanese gun is considered too realistic and thus illegal over here). All this means only one thing—the exclusive SEGA SATURN MAGAZINE review and blow-by-blow showcase in our next issue. Believe us, it's going to be good.





showcase



It's a WIND UP!





When we last joined little *Pepperouchau* (in *Clockwork Knight*), he was on a mission to rescue his *kidnapped sweetheart Chelsea*. No easy task when you consider the problems he faced – giant furniture, *hordes of evil toys* and, worst of all, only half an adventure! Well, one of those problems is now solved as the second part of Pepperouchau's quest chugs into toytown. Unfortunately for tinhead, it brings with it even more giant furniture and evil toys. TOM GUISE investigates this severe case of *toy abuse*.

YES, *Clockwork Knight 2* is here. An action which may well do absolutely nothing for you. After all, if you didn't play the first game, you won't exactly be searching for a follow-up. And even if you did play the first game, you probably won't exactly be searching for a follow-up. You see, the original *Clockwork Knight* game wasn't exactly a barrel load of fun and appeal. In fact, thanks to its unimpressive gameplay and mind-boggling action, it was more like a barrel load of lopsided corpses. But hey, this time things are different. *Clockwork Knight 2* promises better everything. Better graphics, better levels, better gameplay and over a better challenge. And what's more, little Peppy's come and delivered the goods. Buy it.



THROUGH THE CLOCKWORK KEYHOLE!

The first thing you notice about Clockwork Knight 2, is the improvement of the graphics over those of its predecessor. Although the look of the game is fun (fortunately the same), it's obvious the programmers' mastery over the Saturn's capabilities has increased a great deal since the first game. The screen resolution is noticeably improved, with the rendered sprites looking far crisper. Likewise, the detail of the backgrounds has increased tenfold. Twisting furniture, collapsing statues, piles of books and scurrying clocktower mechanisms abound.

The real testament to Clockwork Knight 2's graphics, however, are its stunning bosses. Perhaps the most impressive bosses in the first game were the giant transformer robots. These pale in comparison to the staggeringly huge monsters Pepperouchau has to confront in the sequel. Totalling five in all, each one is a massive, fully moving polygon construction. Just take a look at the pictures and the video if you don't believe it.

IT'S PLAYTIME!

Clockwork Knight 2 may look to be much the same game as its predecessor. And indeed, when you first play it, there seems to be little improvement over the original. However, whilst the gameplay is similar to the first Clockwork Knight, it's been vastly improved, making the sequel into the much awaited boreal load of fun and zaps we've been after.

Aside from the improved bosses, the levels are also far more larger. Some of the levels are even layered, allowing little Peppy to move into the incredible backdrops, with the screen zooming after him into the distance.

The layout of the levels has been very carefully thought out too. If you like your platformers fast, you can race through each stage, leaping over gaps and bombing buddies out of the way, obstacle course style. For a massive highscore, this is the only way to play the game because you receive a time bonus at the end of each stage. If however, you prefer your platformers more explorational, Clockwork Knight 2 offers for you too.

There's a massive amount of play area to explore, packed with bonuses and doors to hidden areas. The most important things to find though, are the playing cards. Finding all 25 of these means traversing some tough areas of the game, filled with water thin platforms and lethally positioned buddies. There's an impressive reward for getting them all, although what it is, so far remains a secret.



ROOM WITH A VIEW

In the first Clockwork Knight game, Pepperouchau's adventure took him through two bedrooms, the kitchen and the attic. With the sequel, his quest to track down the clock princess Chelsea leads him to a far, far, far more of the house. Here's a look at each one.

LEVEL 1: KID'S ROOM

The massive nursery is Pepperouchau's first stop in the game. Table tops packed with evil toys awe it him as he races across the roof of building block houses and scales giant climbing frames.



The second stage of level one finally gives Peppy a chance to ride his faithful steed. Bunnies so he must stay on a aerial race course, hitting enemies in front and avoiding falling obstacles and point buddies.



BOSS 1

The first boss is a bizarre serpent made out of rotating wheels that moves in and out of the screen. The only way to hurt him is by attacking his outcropping tail.

LEVEL 2: THE STUDY

In stark contrast to the childish antics of the first level, level two is a far more serious affair, taking place as it does, in the study. Specially fit by candle, the level is packed with books, which Peppy has to negotiate to reach the boss.



Trapped by a wooden shelf, it seems impossible for Peppy to get the egg below.



However, by firing himself by cannon in another shelf...



LEVEL 3: THE BATHROOM

It's an level three that Clockwork Knight goes from being just another platformer to becoming one of the most inventive games of recent times. Convincingly creating, as it does, a massive level from bathroom floors such items as towels, soap bars, taps and even translucent steam.



Reading along the bathroom floor, Peppy has to climb onto the rubber ducks.

Peppy's bars, barbers, mirrors as the second stage of this level. Only this time he has to run along the surface of the bath. Not so easy you'd think, if it weren't for the fact that the bath is filled with mechanical sharks. Making things even more hectic, left-hand wheels and made allow Peppy to catapult into the background or just fly up into the air.



BOSS 3

The boss of level 3 is an killer, seeing as it takes on the whole bath. With only inflatable bottles to keep her afloat, Peppy has to face a giant octopus. Hitting its bath, which it attaches to its tentacles in the way to win, but watch out for the soap bars it throws.



LEVEL FOUR: THE CLOCKTOWER

The final level of the game has to be the most impressive looking of the game, and the hardest too. And both for the same reason - cogs. With masses of whirring, rotating, clicking cogs to negotiate, you need clockwork precision to overcome this level.



BOSS 4

The penultimate boss of the game has to be one of the most impressive ever seen. This a look at this sequence and you'll see what we mean.



Pulling these levers changes the direction of the cog...



Be careful for taking Peppy under other cogs to avoid death...



Watch out for the outside and into described description.



...Peppy can send Clockwork buildings into the distance to blow a hole in the shell. Now all he needs is a cannon to send him back.



The lighter cut only shows you to see, but can heat up a battle which opens out masses of goodies when battling.



BOSS 2

Lead I've been will go down well with everyone here, as it seems to be a tip of the hat to their popular multi-playing style boss. Starting off on a simple sheet of paper, it also lets different coloured pads of paper, changing into an original one, leopard and hat, each with their own attack pattern. The only way to defeat it, is knock it into one of the candles, burning it... to death.



CLOCKWORK KNIGHT 3 IS REVIEWED ON PAGE 60



In the last issue of *SEGA MAGAZINE* we brought you the exclusive preview of *Sega Rally Championship* on the Saturn. Amazingly, just scant weeks on from our first look at this *awesome game*, the project is nearing the end of its development cycle. In this feature, we take a look at the latest advances made by *AM3* and *Sega of Japan's CS team*.

RUN TO THE NEXT LEVEL!





FROM OUR ISSUE AT THE EARLY conversion just a few weeks ago, it was clear that the game was going to be good. However, in a short space of time, the project has come on leaps and bounds. SEGA Rally is now around 80% complete and the conversion team have just about finished all of the solo-player options and in-game action. The game's front end has been completed, which allows us to preview what game options are available in SEGA Rally.

The arcade mode is totally complete and you're now able to choose both the championship and practice modes. The former option takes you through one lap of each of the three courses, the latter allowing to get to grips with one particular course (over two laps), included on top of the basic arcade mode is a Time Attack feature for best lap purposes, which is near enough identical to the practice option in arcade mode (although you get a pac car with the coin-op option).

ALL FOUR TRACKS ARE NOW COMPLETE

As all SEGA Rally fans know, there are three basic tracks to master (which, believe us, will take some time). However, if you manage to complete Championship mode in first position, you can try for the extra track! We'll be showing more off on this phenomenal course later.

We can also see now that the courses have far more detail on them than last month - the densely packed trees in the forest course

have far more substance and the little additons seen in the coin-op (such as birds taking off) have also made their way in. The crowd are made up of far more people and little touches such as the elephants in the desert course are also complete.

The amount of detail is frankly staggering - far in advance of PlayStation Ridge Racer and Saturn Daytona by a considerable margin. What makes this all the more spectacular is the fact that the update - 30 frames a second - remains unchanged, making it as smooth as Ridge Racer and WipeOut on PlayStation.

THE ENEMY CARS ARRIVE

Our previous experience of Saturn SEGA Rally was lacking a bit of excitement due to the lack of any opposition on the graphically astounding tracks. Well, now the CS team have put them in and again, there is no loss in speed whatsoever. The full range of cars from the arcade machines have made their way into the Saturn conversion, with only minor texture-swaps missing from the coloured cars (which are due to be added).

In terms of artificial intelligence, the cars are identical to the coin-op. They don't go out of the way to cut you up as they did in Daytona USA. Instead, they concentrate on getting the best racing line (which makes them even more dangerous). The collision detection is also in and totally functional, enabling you to jostle with the other cars on tight roads.

Is there a cheat to let you play as the enemy cars? Well, we have been promised a great reward for players who complete the game, so who knows?



SEGA Rally has come on leaps and bounds since we first revealed it last month. Compare this opening strip of the Desert Track with the same section in last month's issue. All the trackable details are there, such as the advertising banners.





STEREO AUDIO MIXED IN Q SOUND

The original arcade version of Sega Rally was noted for its incredible sound. The deluxe version of the game features a cabinet with ten loudspeakers in all, including a powerful sub-woofer for some unforgettable bass sound. Of course, it's impossible to replicate this on Saturn, but the CS team under AM2's guidance have done the next best thing. All of the sound effects and music have been mixed using QSound, so on a carefully arranged stereo system, you can benefit from some surround sound style effects.

WHAT MORE MUST BE ADDED?

We've had a few days to know the brilliance of Saturn Sega Rally Championship in its current form and from what we can see, the game is pretty much complete at the time of writing (late September). The arcade mode is perfect, there are Saturn-specific additions such as being able to tune your car to your specification and the only thing that remains to be added is the Two-Player versus Battle option. Our Japanese correspondent visited the CS Team just a few days ago and reported that there has still been no firm announcement as to what we can expect in the multi-player stakes.

A split-screen mode seems likely, but if this is the case, very clever programming would be required to keep the frame rate as smooth as it is and display adequate detail. Neither AM2 or the conversionists of the CS team have denied the possibility of a two-player link-up facility using the forthcoming communications cable. All they will say is that they are looking into the possibility.

However, at the rate the project is progressing, we will almost definitely know what the score is by next month, when (all going well) the game should be complete. That being the case, a Christmas UK release date may not be the crazy talk we thought it was!



SATURN SPECIFIC TUNING SECTION REVEALED!

AM2 were the first to admit that just converting the coin-up over to Saturn with no enhancements might be a bit of a loser in the stability stakes, hence the inclusion of an all-new "tuning" menu on the front-end of the game. Basically, this allows you to create your own car, tinkering with tyres, handling, cut-off valves, along with front and rear suspension. You can then save off your creation and use it in Time Attack games and presumably in two-player battles as well. We're leaving things a little vague here because there are still some bugs evident in this part of the game which are in the process of being eliminated as we write.



With the other cars now on the track, it's clear how challenging Sega Rally actually is, as they block your racing path.



Completing the first couple of stages isn't particularly hard. Finishing is a good problem though, it's vital to success.



Look, the cheeper is there! The cheeper is there! At 80% complete, the arcade mode of Sega Rally is basically complete. And the detail of the conversion is simply awesome! All the broadcast features, all the cars and all the speed of the coin-up have been successfully replicated. And even running at 30 frames a second, there's virtually no lag slipping on the horizon.



EXCLUSIVE! FIRST PICTURES OF THE SUPER-ADVANCED LAKESIDE COURSE!



Not many people have seen this course - not even in the arcade original. Why? Well, the track is designed to be difficult to reach 'very difficult'. Only after a huge, concentrated Ru by session were we able to get to it.

To reach the Lakeside course, you need to access the Championship race in the arcade mode and complete it. That is actually difficult enough, but even reaching the goal with seconds to spare isn't good enough. No, the Lakeside course is only accessed once you have destroyed the CPU-controlled opposition, which means getting as high in the rankings as you can, as early on in the race as possible.

The Lakeside course rival is the mountain terrain of the expert course in terms of graphical brilliance. Set in twilight, you begin the race at the very front and you need to sustain that lead all the way around the track if you are to receive the ultimate prize. This is doubly difficult as the only thing that hasn't made its way from the original coin-op into the Saturn game is the rear view mirror (well, at least it's not in there yet and then doesn't actually appear to be any reason for it).

As you might imagine, this makes cutting up the opposition very tough.

The track is incredibly difficult. As well as being extremely tough (there are no easy turns here), the course is also narrow throughout, making turns difficult and over-taking near impossible. The road is surrounded by rocks, meaning that there is no off-road racing.

Thank you're up to the challenge? Well, getting here is an act of rallying mastery and completing Lakeside in first place is an almost god-like activity!



Being the Expert track is subtle, is balancing. The sheer amount of detail, especially when driving through these mountains by streets, is simply staggering!

THE EXPERT MOUNTAIN COURSE LOOKS UTTERLY FANTASTIC!

Although there is no denying that the graphics in the Desert and Forest courses look totally astounding and near arcade perfect, they can't compare you for the sheer graphical feast that is the Expert course!

Set in the mountains (hence the name), the track is an endless series of narrow, twisty roads winding around the steep slopes. That being the case, there is very little room for any error. Whilst the earlier courses allowed for a fair amount of off-road racing, you won't find any such respite in this expert's course. If there's not a mountainside to career into, the alternative tends to be a thick rock wall.

Just like the Acropolis Stage in Virtua Racing, the mountains make for some spectacular scenery. The sheer hugeness of the texture-mapped scenery is incredible enough, however the range of buildings in the main town section is unbelievable. And remember, even though these are probably the most detailed 3D environments yet seen in a home 3D road race, the frame rate is dead solid at 30 frames a second!





DAYTONA USA CHECKPOINT 2

TIME ATTACK RULES

1. You must be racing in Time Lap Mode—in the usual game, you can oftentimes lapped other cars to get extra speed. We think that this is an unfair advantage.

2. You must be using the official UK release of Daytona USA on a UK Saturn, in covering the game to PAL. AM2 changed the time base slightly, so sorry to all import owners but you won't be able to enter this competition.

3. We only want your best individual lap time on any of the three courses, or all three if you're good enough. You can enter as many times as you like for any of the tracks.

4. You have to be racing on MCB MAIL roads, not GRAND PRIX or INDYRACE.

5. If you end up with the best lap time, we'll send video footage of it in the form of the replay mode. You don't have to send it in with your best time but hang on to it. We'll contact you if you win.

Please send your times in UK 1041 BACK OF A POSTCARD! We can't be bothered to open envelopes. And don't ring up asking for the latest times, we won't tell you. We're kind like that.

Don't forget, you can get enter all these track competitions as many times as you like. Send your times together with your name, address, and phone number to DAYTONA TIME ATTACK CHALLENGE, SEGA SATURN MAGAZINE, Ptery Court, 30-32 Faringdon Lane, London, EC6R 9AU.

Next month is the last time we'll be printing your pathetic entries before the final results appear in our January issue. The deadline for entries is the end of November, so let's have some good times, will? Race you best, mate!

Another month has passed and the tidal wave of entries for our awesome *Daytona Time Attack Challenge* has continued unabated. A shame then, that many more of them have crumpled to even crowd into the lower ranks of our Race Champion leaderboard. What's the matter with you lot? Ah! Don't worry, this is meant to be a challenge, so lots have some decent times. Congratulations to those of you who've managed to crack the best times in month but, in truth, you're only the best of a bad bunch, so don't get yourselves in the back or anything. Right, we've made our point, so here are this month's embarrassing times.

BEGINNERS: SHORT OVAL 777

Win an exclusive Saturn Jacket, the Arcade Racer steering wheel and Virtua Stick!

- 1st 31: John On, South Oxonford
- 2nd 41: Neil Lobbie, Swindon
- 3rd 41: Louise Clark, Lancashire
- 4th 51: Keith Arnold, Newcastle
- 5th 51: Sara Underhill, Cheshire



ADVANCED: DINOSAUR CANYON

Win an exclusive Saturn Jacket, the Arcade Racer and 10 Saturn games!

- 1st 1:10: M. Ray, West Midlands
- 2nd 1:20: Barry Linnell, Essex
- 3rd 1:21: Peter Ede, Derbyshire
- 4th 1:21: Ben Ford, Hampshire
- 5th 1:21: Mark Phillips, Gloucester



EXPERT: SEA GALAXY

Win an exclusive Saturn Jacket, the Arcade Racer and YEAR'S SUPPLY OF SEGA'S SATURN GAMES!

- 1st 1:10: Chris Robinson, Essex
- 2nd 1:10: Chris Robinson, West Wiltshire
- 3rd 1:11: John Ross, London
- 4th 1:11: Colin Walker, Thames
- 5th 1:11: John Robinson, Essex



Race you can beat these times? Well, don't feel too proud, because they're all actual times. No road rules, so get cracking on cracking these times. Your racing gaming labours need not apply.





WIN A BATMAN FOREVER PINBALL MACHINE

WORTH

£3000!

To celebrate the release of Digital Pinball, Sega are giving away an arcade pinball table to one lucky SEGA SATURN MAGAZINE reader. And seeing as they already own expert pinball company Data East, they've selected the top arcade hit, Batman Forever as the prize. To get this table into your living room is really simple: get hold of a copy of Digital Pinball, play it to death, then photograph your highest score. Then, send it in to us. We'll collect all the entries together, and the highest scorer wins the table.

The closing date for entries is November 30th, so there's plenty of time for you to get essential practice in!

Send entries to: NO, YOU'LL NEVER BEAT MY TOP SCORE, SEGA SATURN MAGAZINE, EMAP IMAGES, FRIARY COURT, 90-92 FARRINGDON LANE, LONDON EC4A 3NF. Usual compo rules apply.





feature

BRING THE NOISE



That's right, if you're one of those extra lucky people with £170 to spare, you too could be watching the very latest in CD films. All you need to do is pop on down to the shops (alright so we were lying about never leaving the house) and get yourself kitted out with a Sega Video CD card. Then, simply, slide back the compartment on the back of the Saturn, slip it in the slot and away you go. Interactive entertainment, on top! But is it worth it? Should YOU be rushing on down to your local gaming empire to get hold of one? Well...

ESSENTIALS

Video CD Card	£170
Average movie CD	£10-20
Average music CD	£10-20

Key features: Allows you to play VHS quality film and music CDs on your Saturn and offers various novelty features.

What we think: At the moment, it's more for people who want to show off. But then again, if it's a choice between this and a video player...

VALUE FOR MONEY: 7/10

COVID

It all depends on what you want to get from your Saturn really. If you just want to play games and nothing else, it's probably not worth the bother. But if you want to make the most of your machine, it's definitely worth considering. You see, for your £170 you'll be able to view VHS-quality films with CD sound in your own home. And although you can do that already with an ordinary video, this provides loads more novelty. Want to zoom in on that essential scene on *Basic Instinct*? No problem - simply use the Video CD's magnifying glass. Why you can even get a high quality freeze frame if you're that desperate. And, in addition, you can add strobe effects to any scene, play it out in slow motion (good for that fatal *Reservoir Dogs* bit), skip to vital parts of the film immediately and even show sequences of pictures all across the screen.





SEGA SATURN VIDEO CD CARD



ESSENTIALS

Photo CD £39
One film developed on to CD £10

Key features: Allows you to develop film onto a Saturn compatible CD, then provides ample opportunity for picture tinkering.

What we think: Well, call us old fashioned, but nothing beats the good old photo album.

However, this is a great novelty product, and it only costs £35, so as a one off purchase it's pretty good value.

VALUE FOR MONEY: 8/10



If you buy a Video CD card, you'll be able to take your choice from hundreds of films, or buy copyright with your video CD agent. Among our options this month are Forrest Gump and Beverly Hills Cop 2.

A WHOLE NEW WORLD

Also new from Sega this month is the Photo CD package. If you're fond of embarrassing relatives with ten year old pictures of terrible holidays, then it could be particularly useful. By dropping off your normal photograph film at the developers and asking them to process it on to CD (only larger developers will be able to do this), you can get all your pics developed on to a Saturn-compatible CD. Then, a whole new world of cringe worthy opportunity is open to you. Force your girlfriend twenty times across the TV screen, zoom in on Grassy's liver spots and change that wet weekend in Thyl into a fantastic fortnight in Rio. Well, almost.



Plans to buy the Video CD card, check before you buy any DVD! Some of the newer films are not compatible with DVD 2. Ask the sales assistant for more details.

POP STARS

Of course, it's not machine when all you want to do is simply watch a film from beginning to end. But it really comes to life when you play an interactive music CD. Remember around four years ago when Philips claimed to invent the best multimedia games console thing ever? Yeah, that's right, it was called the CD-i. Well, they released hundreds and hundreds of music CDs, which also incorporated some rather lovely visuals. Unfortunately, while the console itself has done rather badly, the CDs will work with the infinitely more successful Saturn. So you get to see pop stars as Eric Clapton, Pink Floyd, the Bee Gees, 3 Unlimited and millions more in the comfort of your own home. Again, you can end to specific tracks, lay down special effects, or just simply lay back and enjoy the music.

BUT, IS IT WORTH THE MONEY?

It has to be said that after spending 400 quid on hardware, some people may find the prospect of shelling out an extra £30 a bit stomach churning. But, if you're a bit of a movie buff, or simply a die hard A&E fan (they have two CDs released this month alone) it could be just what you're looking for.



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Review Index

You want reviews?

Sure, we've got loads. Why, even in this issue, there're ten to

plough through, and this is a quiet month as far as Saturn releases go. Although the biggies such as *Sega Rally* and *Virtua Fighter 2* won't be out for a couple of months, there's still plenty of quality software out there and naturally, being the official Saturn magazine, we have the big reviews before anyone else. And here they are...

CLOCKWORK KNIGHT 2	60
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PLUS! IN OUT NOW **94**

- VIRTUA FIGHTER REMIX
- PRINCE DRAGON
- BUGI
- MYST
- DAYTONA
- SHOWBO-X



94

94

68



60

70



DP	SEGA
PRICE	£59.99
STYLE	3D PLATFORM
RELEASE	NOVEMBER

Clockwork Knight. It was supposed to take **Robot Arms** into the **next generation.** With its impressive SGI rendered graphics and 3D backdrops it went some way to fulfilling that promise. But the actual game was a disappointment. **Which brings us neatly to this sequel.**



Clockwork Knight 2 isn't so much a sequel to the original game, as a continuation of it. Which goes some way to explaining why it's so similar to the first game. As with the original Clockwork Knight there are four levels, each one themed around a different room of a house and each one divided into two sub-levels with a boss at the end. Although the graphics are impressively three-dimensional, the gameplay is very much a traditional 2D affair. Little Poppoachus has to run and jump his way through each level, negotiating the various household objects that block his path and attacking enemy tops with his clockwork toy sword. All very tender to Clockwork Knight's you might think.

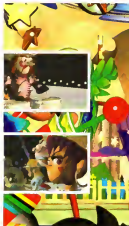
However, Clockwork Knight 2 manages to succeed in every respect where the original game failed in other words it's fun! Whereas Clockwork Knight relied on its glish graphics to lift the monotonous plodding action, CG actually provides decent and varied gameplay. Aside from the usual platform leaping and baddy bashing, each level is packed with loads of clever touches - flooded bathroom floors, zippo lighter touches and giant clock mechanism platforms to name just a few. What really makes Clockwork Knight 2 such fun however is its pace: if you want you can race through each level basking them of baddies out of your way and finishing in record time. On the other hand though if you want to explore the header to reach areas, skilled jiggled control is required to overcome the enemy-infested platforms. And providing an incentive to seek these more challenging sections, the game is packed with all manner of hidden extras, from the standard bonuses and hidden play areas to the more coveted playing cards. Collecting all these there are

four on each stage) reveals something special. Exactly what though is a mystery to us, as we haven't found them all yet. They're pretty tough to find you see.

As entertaining as all these features are though they still aren't anything new to the world of platform gaming. What really gets CG a unique feel are its awesome, massively impressive visuals. Far surpassing those of the original Clockwork Knight, the graphics in CG really show off the Saturn's capabilities, with crisper looking sprites and amazingly detailed 3D backdrops. The sheer number of textured polygons used to build the landscapes is staggering, and all the more incredible when you consider you can actually move into some of the backgrounds. What's more, the huge bosses are simply jaw-dropping. Giant octopi, transforming castles, mechanical dragons, all made from textured polygons that scale in and out of the screen. As far as graphics go, Clockwork Knight is near enough on par with Prince of Persia for sheer job-cracking quality and deep detail gorgeousness.

Okay so Clockwork Knight 2 is still just as easy as its predecessor and it isn't any longer either. But there's far more to it than was found in the first adventure and its far more fun too. Actually exploring the levels to the full (and you will want to) makes the games longevity quite a bit. If you really want a tough, challenging platformer you'd be far better off going for BUG! if however you want a magically atmospheric, incredibly entertaining and graphically fantastic platform game, you have to get Clockwork Knight 2. For sheer gaming fun, it's the best Saturn platformer around. Sadly though, it's just too short and far too easy to be a classic.

TOP GUIDE



The July 9th intro (shown above) and the many later scenes of help 'teach' out Clockwork Knight 2's brilliant story, and the end sequence has to be one of the best in any game.





Clockwork Knight 2

The TV boss from the first game looks OK all right. It's easy to beat, but some people will still have trouble with it. Your enemy, for instance.

The Renfro's riding levels are incredibly good fun and all add to CE2's fast, action-packed gameplay.

Fantastic graphics, great gameplay and a brilliant fairytale story make Clockwork Knight 2 the most engaging and entertaining Saturn platformer around. If only it was twice as long, it would be perfect.

graphics	92
sound	94
playability	91
lastability	71

overall

88%

It's a tragic love story about a knight and a princess who aren't fancy like. And of a service woman who loves him, but he doesn't notice. Sort of like King Arthur, but with legs.



BY	MARIS/SEGA
PRICE	£49.99
STYLE	SIM
RELEASE	OCTOBER 1995

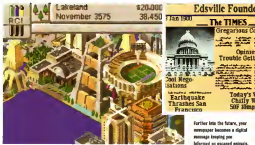
You are a Sim. **You live in a Sim City.** Little did you know but you're actually just a series of complex computer calculations and **someone is influencing everything you do.** Wild huh? If you find this bombshell distressing, console yourself by taking control of your own city of Sims and **making their lives hell too.**

Sim City is one of the best known and most popular home computer games ever, mainly because it's one of the few games that appeals to just about everyone. It also has the strange ability to convert full-time arcade shooter fans into astute urban planners with a sense of civic duty.

The idea of the game is to build and successfully run as big a city as possible by carefully planning what buildings go where as well as setting the budget, tax levels and creating transport systems. It's this ability to completely control the whole city that makes the game so in-depth, as well as the way that the Sims (the virtual residents of your city) react emotionally to any of your actions. For example, if you build a residential area too close to a heavy industrial zone, not many Sims will want to live near all that pollution. However, if you add a few parks, a stream and a small wood between the two zones, they'll fight for the houses.

During the game you get updates on your popularity in the form of newspaper polls, along with articles detailing what features your city requires and some exciting reports on dental hygiene. By listening to your Sims and giving them what they need without overstretching your budget you can get a good city going. That's making you more money which you can spend making your city bigger to get even more money... and so it goes on.

This is the game's major failing in that it just goes on and on until you run out of money or quit. Do well and you eventually make far more money than you can possibly spend. The scenario solves this problem by giving you a set target population or amount of money to reach within a limited amount of time. And so we come onto the real bad points. By far the biggest problem is the ridiculously slow pace of the game. It's not down to the playability, either



Further into the future, your newspaper becomes a digital message keeping you informed as escaped aliens.

the ridiculous length of time it takes to scroll around the map, something that wasn't a problem in the PC version. Surely the Saturn should be able to handle the fairly simple graphics at least as well as a PC!

Anyhow, this is still a fantastic strategy game which will drag you in quickly and keep you engaged for a good few weeks (and that means many hours per day). The sad part is that most people will play it so much in the first months that they'll be sick of the sight of it afterwards. The depth and level of control you have means this game will appeal to just about everyone, and there are a few bonus features for the Saturn version, so even PC-owning Sim veterans should enjoy playing it. It's just a shame about the speed, though.

ED LORAS



There are quite a few buildings exclusive to the Saturn version, including a lovely statue of Sade.





The coloured bars in the top-left corner of the screen let you know what types of buildings your Sims want to see.



The new structure viewer gives you loads of useful info about your city and lets you see stuff in smooth 3D.



Lots of parts help increase the value of land, as well as making your city look pretty.



Sim City 2000



A great strategy game which'll keep almost anyone occupied for Tony Adams years even though it's soo sloooow

graphics	80
sound	78
playability	89
testability	93

overall

86%



BY	BULLFROG
PRICE	£19.95
STYLE	STRATEGY
RELEASE	NOVEMBER

Bullfrog's determination to completely **take over the world** with Theme Park continues this month as they unleash it on the Saturn. So does this mean that we finally get to see all those lovely PC rendered visuals in their **full, unadulterated glory**? Well, that's the general idea...

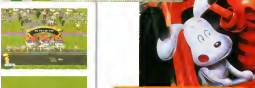


Theme Park has been around the block so many times now, that it's a bit difficult to go into frenzied spasms over this latest version, but seeing as we like it so much, it's worth a try. Actually, for the original PC version, this is easily the best version of Theme Park we've seen - it has the original brilliant game intro, all the fairground games and speech samples, and the graphics on the rides and shops are much boosted from anything seen on a 16-bit console.

However this information won't be much use to you if you've never heard of Theme Park before (quite unlikely if really), so here's a quick recap. The ultimate aim of Theme Park is to make money loads and loads of it. To do this, you'll need to build the best theme park in the business with the best rides, the best ice cream, and the best value for money. No easy feat by anyone's standards.

Anyway to do this, you're provided with a huge playing area, various rides (the number to choose from expands as you get more money), shops, paths, employees, financial statistics - you name it, if it's at all to do with running a business, you'll find it in there. Of course, the way to make your money is by carefully balancing the amount of rides with ticket prices. The prices of coin with the amount of ice in the drinks, basically finding the easiest way to scrape and save via making as much money as possible. Once you've made one park a success, there'll loads of others around the world to turn your hand to - and there's plenty of competitors who will be hot on your heels too.

Basically Theme Park (along with Sun City 2000) is THE title to buy if you're after a strategy type game that will last for ages and provide loads of entertainment. You can even see your rides in action just like you could on the PC version - and in some ways, this is even better because there's more choice. Luckily, the gameplay is likely to appeal to more than just strategy fans - and although it's not in the same excitement league as Daytona or Sega Rally, it's always good to have a game in your collection that has this kind of durability.



The intro to Theme Park is really impressive, beginning in Mr and Mrs Dobbins's home. Little Tommy announces to his Dad that he's "bored", and after seeing an advert on the TV for an exciting Theme Park, the park owner pops out of the TV and whisks them away from their tedious lives into a world of exhilarating rides, larger-than-life characters and most of all, loads of fun!





THEME PARK



Water slides not only give the parksters a bit more excitement, they make the park look really good too.



Balance your park's talents between the very best rides and high-priced novelty or take-away shops.

Its instant playability will appeal to a wider audience than *Myst*, making it one of the best strategy games on the Saturn.

graphics 90

sound 91

playability 90

value for money 92

overall

90%



BY	ACCLAIM
PRICE	£60A
STYL	BEAT 'EM UP
RELEASE	OBT NOW

Now The Movie is all set to hit the Saturn, allowing gamers across the globe to conveniently pick Canning as their character so they can have a look at Kyle Minogari's pillaged team. The sad gets. And indeed, that's not the only reason you'll have to be a bit of a fool to part with any sum of money for SFM.

The main complaint with this title is that it isn't even a conversion of the coin op, with the meagre new features this would have offered. Oh so it's just a straight port across of Super Streetfighter 2 Turbo, but with digitised graphics matted onto the unconvincing hand-drawn backgrounds. This means you get your Super Combo bar and all the other bits... sorry in-depth gameplay features you've come to expect every time you fork out another satzy quid for what's essentially the same game, but without the benefit of attractive graphics.

The other main complaint is the game speed, which is far too slow. Not just too slow when you start out, but slower still when the screen gets busy. For example, if both players fire a projectile weapon and one of them tries to jump at the same time you've got time to go and make a cup of tea, drink it and have a slice of cake before either of you can do anything else.

This is the first time Streetfighter has appeared on the Saturn, and hopefully it'll be the last. SFM just illustrates how redundant the 2D beat 'em up format is these days, with its random spasmodic special moves, lack of strategic depth (unless you count revving hundreds of thousands of "interesting" combos like a real Johnny No-Mates) and crap graphics. Virtua Fighter comes free with the Saturn. You don't need to waste your money on pap like this.

BARBARON AUTOMATIC



Times hit super combo Fols! Oh, sorry, it's just that I thought it said something else. Something completely different. And it doesn't, so, never mind then. Just forget I said anything at all, okay?

The Streetfighter movie was one of the worst cinema releases of the year, reminiscent of M. Hulot's Holiday in its awfulness – and M. Hulot's Holiday is French. But that didn't stop Capcom from making at least a **small amount of money** from it by releasing Streetfighter the Movie arcade game, which was at least a little different from its predecessors in the SF2 line.



The characters in all their digitised glory

I know it looks very similar to the movie and everything, but PLEASE! Even if you are one of the sad people who found it enjoyable, don't assume that you'll glean much entertainment from this. It's not much fun at all.



Last, I'm not even going to rise to the wealth of captions apparently that this picture provides. Sorry, we just can't be bothered to things like that in this magazine. We'll have to make up your own amusing captions instead.

Just too much wastering around. Just too much wastering around. Just too much wastering around. Just too much wastering around.





STREET FIGHTER

The Movie



Unfortunately, this adds nothing new to the already shoe-horned Streetfighting genre. Even if it does feature the real actors.



It's Cleopatra De-lord, main Streetfighting type she may be, but even she's panned at this nonsense. And who can blame her?



Wah! How this is more like it! Except you'll have to wait around for a bit until the show does see thee its staff.

A pointless waste of time and money on behalf of everyone involved. Except the actors who got paid for doing it. Do not be conned.

graphics	51
sound	62
playability	50
testability	42

overall
49%



BY	T.E.
PRICE	AREA
STYLE	SPORTS
RELEASE	1995

Midway's NBA Jam coin-op gave credibility to a sport previously dismissed as a **'glorified version of Netball'**. Now its blend of fancy shots and NBA-licensed teams have **finally hit the Saturn.**

I

n the world of arcade games, violence edges supreme. With Mortal Kombat and its offspring encouraging players to pull out spines and incanta their feet, and Virtua Fighter II offering a myriad of punches in glorious 3D, the success of Midway's comparatively tame NBA Jam TE was a real revelation.

No strange death moves, no intricate control systems, you couldn't even be the boss. Nope, it was a basketball game, pure and simple. And, unlike from the old days, violence didn't play a part in it.

Now, after conversions for every format known to man, licensed Accolade have seen fit to unveil what should be the ultimate version for the Saturn. After all, the coin-op isn't technically ball-breaking as, say, Virtua Fighter or Cop, so surely the conversion should be spot on. Ordinarily after a build-up like that, the reviewer feels obliged to say 'wrong'. Thankfully, the converting team at Accolade have managed to cram every hidden character, fancy dunk and ounce of playability into the Saturn game, creating a virtually identical home version. You heard me right Saturn NBA Jam is arcade perfect.

The main reason for the coin-op's success is that it plays so well - something sorely missing in a lot of the more recent visually impressive machines. Very few button presses are needed as, with the goal being basketball is a game of timing and precision. Blocking, passing and shooting are the mainstays of NBA Jam, and the assorted special move dunks are but a neat addition to a very playable game. NBA Jam TE is a two-on-two game played either in a league or as a series of friendlies. One to four players can join in, whilst the one-player mode gives the player control over one of their two dumb-mutators. And that's it. However, knowing that arcade games demand all manner of icing and fancy toppings on their games, Midway added a host of optional extras to the basic two-on-two action. These include numerical bonus markers on the court which increase points potential for quick dunks. Another variety of coloured tablets temporarily speeds up the player, or sends a mine tremor across the court, knocking over the other three players. And for those who: these pointers may seem a little lack lustre, each player has a 'Turbo' bar which, if activated, unleashes gravity-defying dunks or runs the Italian Golettowers would give their kidnap for.

Quite simply, this Saturn version of NBA Jam TE is the arcade game - with the commentaries and sound effects deserving special praise. It puts power-ups into a new gameplay arena, and the result is a fluid, unassuming, slightly better in two-player mode. Not as technically clever as some of the more recent releases, but its playability ensures a return for late-night matches whilst the graphically stunning games are gradually coded in dust.

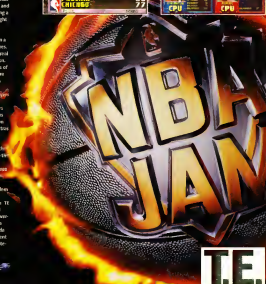
STEVE HENRETT



Typically, neither player realised the ball was right at the other end of the court.



One of the turbo dunks in action. There are loads of them, and different ones for each player.





NBA JAM

Tournament Edition

COACHING TIP

CONTROL REBOUNDERS

LETTERS & NUMBERS APPEAR UNDER AN IN-PLAY ACTION OR CONTROL FOR AN INSTANT. USE TO DETERMINE THE PLAYER'S STATUS AND CONTROL. TRY TO KEEP YOUR OWN REBOUNDERS CONTROLLED.



Here we can see that the ball is in the fire. This means the player has infinite turbo energy. Booyay.



That ref's trying to look up the players' shorts. The silly old man. Arrest him, officer.



Screen depth and perspective are improved by the sports scaling. This makes it easier to divine what latitude your players are on.



Score three baskets in a row to be crowned the fire.



That's a big ball. I wonder if it'll fit in the little basket properly?



Get another Larry Flaming the Fire ball. Players remain combated until their opponents score a point. Moving your partner-player score keeps you fit, as does scoring yourself. But not your opponents.



Here - that just basketball in games crowd the crowd! Do something. Tact! Before we all lose our heads here!

An exercise in supreme playability. A perfect conversion of one of the most original coin-ops around.

graphics	81	overall	89%
sound	80		
playability	91		
texture	86		
value	86		



BY	SEGA
PRICE	CTBA
STYLE	3D SHOOT 'EM UP
RELEASE	NOVEMBER 1995

Now that you've had a couple of months to get used to playing next generation games, you're probably wondering when you get to play the real classics, like **Doom** and **Dark Forces**. Well, unfortunately, you're going to have to wait for them for quite a while, but in the meantime, **there is an alternative**.

Yep, *Robotica* could be the answer to every budding blaster's prayer. Released on import roughly five months ago, this title enjoyed a limited success in Japan, and certainly looked the part with its dark, moody graphics and detailed texture mapping. However, being official types we didn't bother to review the import version of *Declar* (as it was known then), preferring instead to wait until it would be on general release in this country. Although apart from the name, it has to be said that nothing has changed very much from the original Japanese version.

In fact, if we're brutally honest, this game remains the same as it ever was - which leaves it as little more than a *Doom* rip off. This is a real shame because it looks like it has everything going for it - the texture mapping is great, and the moody rendering certainly sets the atmosphere of the game. And when you first play it, you really get the feeling that you're in for a bit of a treat.

Unfortunately though, the graphics are wasted somewhat due to the dull nature of the gameplay. Although some pretty mean robots appear from time to time, there's not enough of them, and, better of horses, when you kill them there's no blood, just a muted little screen. Which is all a bit disappointing when what you're really expecting is some lightning-fast shoot 'em up action with a bit of torture and death thrown in for good measure.

Still, at least half of the no-atmosphere-at-all blame can be put down to the game's music. When you're wandering around the corridors, there's nothing at all to accompany you music-wise, and on the occasional section when there is music, it just isn't suited to the game. Quite a poor effort when you consider the power of the sound chip the Saturn has to offer.

In all, this is a disappointing short-arn-up debut for the Saturn. Although it's not unplayable by any means, it lacks any kind of atmosphere and is a bit weak in the action department too. Stick with *Penetrator Dragon* for now until something better comes along.

SAM HICKMAN



You may think that the screenshots above look the same because we're lazy - but almost every level looks like this. Bored?



Could there be a really scary robot lurking behind this door? Probably not - there just isn't enough of them to go round all the levels.



Although *Robotica* looks the part, the action is very sparse which tends to make the atmosphere a bit utilised.





Robotica



Not great, but it still shows the
value of the game's ability to do it.

A straightforward Doom clone that looks
the part, but lacks in the playability and
entertainment departments.

graphics	86
sound	71
playability	69
lastability	73

overall

70%



Just too much wandering around.



Boorish. As enemy at best!





BY	SEGA
PRICE	£44.99
STYLE	SPORTS
RELEASE	NOVEMBER



No matter what Blue Peter and other such activity-friendly youth programmes may tell you ice hockey, like baseball, is **not very popular** over here. For one thing our winters supply us only with a constant supply of rain. Freezing rain, yes, but sadly not quite chill enough to solidify into the ice so desperately needed to facilitate **a good game of ice hockey**. So why the heck are ice hockey games so popular here then?

B ut hey, this is Britain, the thriving open-hearted corner of the world ready to greet new ideas with a gleefully welcoming. Not for us the petty cultural fascists which would have us saying "ice hockey? That's a bit of a crap sport. Why can't they play football like everyone else?" Anyway, they've programmed the thing now, so it's too late to do anything about it. We might as well get on with reviewing it. NHL is yet another official licence (so the league must be okaying it in) featuring teams and rosters from real life, as well as commentary from two blokes you'd only recognise if you were American.

Playing NHL is much like playing any of the myriadly myriad of ice hockey titles on the Megadrive. You take control of one member of your chosen team, floating between characters as the

pack moves around the rink. The A, B and C buttons are used to pass, shoot/tackle (with a body block) or dive (for whatever reason that is). The action is viewed from loads of different viewpoints which includes panning camera shots and close-ups. The controls are, obviously, sliders and a thumb, the pace is less than furious it's a very hard game.

What really makes it interesting are the teams of options. Rosters: custom teams made out of customised players each with numerous abilities, more stats than you could shake a stick at and loads of in-game and play options. I could spend hours just looking them, let alone exploring them. Therefore, it remains for us to give our considered opinion. It's not going to be everyone's cup of tea because not everyone is thrilled by ice

hockey anyway. But if you liked NHL on even Megadrive and you're a fan of American sport, you'll find this is definitely enough to take you over until EA's NHL title hits the shelves next year.





NHL

Hockey

The ref's a control fiddle and makes sure he gets right out of the way before being completely obliterated by some big thins in body armor. Same, it's always good to get one-up on the officials.



The guy standing on the tribles is the player you're currently controlling.



The side-line camera view is nice 'n' fun. It sure puts in and out so you can keep your eye on the action.



Thanks to the storage capacity of a CD, this game is totally loaded with well-presented and plenty of FMV footage.



Not the best title in the world, but it serves a niche market well enough and is visually impressive too.

graphics	79
sound	83
playability	76
lastability	79

overall

78%



BY	UBISOFT
PRICE	£66.99
STYLE	PLATFORMER
RELEASE	NOVEMBER 1995

Rayman

W

hile physically challenged in everyday life, it seems as though Rayman really comes into his own when faced with a good old fantasy platformer.

It's a bit unfortunate though, that he breaks the very first rule in platforming heroism: he doesn't look anything like someone that should be looked up to. In fact, he's more likely to trip over his own feet on the way to the shops than rescue a fair princess or collect one hundred rings in under a minute. Still, I suppose you can't really hold that against him, and he does have his talents - it's just that you have to dig a bit deeper to find them.

In fact, sometimes you have to dig really deep. Although Rayman at first seems like a nice enough platforming affair - everything works just fine and at times you'll even find yourself having a bit of fun - it becomes tedious rather quickly. Now this isn't the fault

of bad programming - it goes deeper than that. It's the fault of the game designers who decided to build entire levels of exactly the same gameplay and then tried to hide it by adding various weapons and making some of the levels really, really difficult. So sometimes you'll amble through a stage releasing nice toys wily-nilly and find yourself having rather a jolly time doing it, and other times you'll be sweating like a toadster and vowing never to pick up another platformer as long as you live.

This is all a bit of a shame really because the graphics have had a lot of effort put into them - and there's plenty of variety in between stages too. In fact, if you were just watching somebody else playing the game you could be easily fooled into thinking this was the best thing to appear on the Saturn for quite some time. However, in reality, it's a bit too dull a bit too often, and at times, it's just plain - imitating and damned - difficult. For people who just want something nice (and I mean nice) to play through, it could be just the ticket.

SAM HECKMAN

So far, the Saturn hasn't been subjected to **the mass of platformers** that made their way on to the Megadrive. But even though quality games such as Bug have appeared on the format, it still has to find itself a real hero like **good old Sonic**. But there are a few contenders in the offing, and **Ubisoft's Rayman** reckons he has a good a chance as any.



Rayman really isn't the sort, throughout most and every level.



Some of the levels require real split-second timing. Get it wrong and it means death.



In some levels, Rayman acquires a propeller hat that allows him to fly to previously unreachable areas of the level. Sometimes he'll need to fly just to finish a stage.





The objective: Find the clockwork Troggs imprisoned in a cage in the mid of every level, and if you don't rescue them, the whole world will be doomed!



See, at the end of the day he can still have a few laughs.



Now, this level is a really tricky one. Don't say we didn't warn you.



Jump off the trolley to reach extra goodies and other parts of the level.



Looks good on the surface, and plays fairly well, but too samey throughout and downright irritating in places.



graphics	86
sound	79
playability	70
testability	74

overall
78%



BY	SEGA
PRICE	£79.95
STYLE	SPORTS SIM
RELEASE	NOVEMBER 1995

There is absolutely no doubt that **Recent quality sports simulations** probably sold as many Megadrives as Sonic the Hedgehog. It's also pretty obvious that Sega are attempting to **boost Saturn sales** by producing a whole host of **impressive looking 32-bit sports sims**. The first attempt, Victory Goal, **looked great** but was very simplistic in terms of gameplay. Now **World Series Baseball arrives**.

Upon loading up the game, it is clear to see a great deal of effort has gone into the presentation. There's the obligatory full-screen video sequence, which does a good job of setting up the atmosphere with its excellent Milieu Graphics-sourced visuals. This professionalism extends into the game itself, where a vast plethora of options await. Just about every kind of baseball match can be played out, from exhibition matches through to all-star challenges and playoffs. It's clear that the American preoccupations for stats has been well catered for, with an entire range of data stored for each individual team (and there's a Database system for you to look it all up in too).

Going into the game proper we can still see that a huge amount of effort has been forthcoming from the programmers. An array of selectable assets, including the opportunity to play a day or night game and three or even four different stadiums to choose from. This is all very impressive, so it's a pleasure to say that the same quality is evident in the gameplay.

Don't get me wrong - if you've played a baseball game on 16-bit, the actual meat and drink of the game remains virtually identical. There is (of course) a very nicely presented 3D stadium - very smooth - very impressive - but the actual motions of the gameplay aren't innovative at all. This probably isn't the fault of the developers. After all, historically speaking, all baseball games are virtually identical no matter what system they are on.

But the thing is, despite the feeling that you've played the game before (and you probably have in some shape or form), there is no getting around the fact that World Series Baseball is most enjoyable - particularly in a two-player contest. There are no grumbles about the gameplay and the batting (often the most frustrating feature in such a game as this) is good.

The developers have also been keen to exploit

the game's 3Dness as much as they can - hence the plethora of replays and camera angles. It would seem that the Sega Sports brand have actually caught up with Electronic Arts - for this title at least. The basic fact of the matter is that World Series Baseball on the whole looks impressive. True, there are no surprises in the gameplay, but at least it is as good to play as the best Megadrive examples of the genre (Victory Goal - bang your head in shame).

In fact, only two disappointments come to mind when playing this game. First is the graphical qualities of the players themselves. Great effort has gone into making an excellent 3D stadium and this effort seems let down when you look at the lack of animation on the players - the strange poses and the below average sprites in general. Some 3D polygon characters with Virtus fighter style motion capture certainly wouldn't have gone amiss here.

The second disappointment is the quality of the PAL conversion. For all its faults, Victory Goal did feature a full-screen full-speed display but there's none of this with Baseball - expect to take the last team to letterbox central with this release.

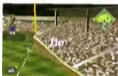
In terms of whether the game is actually worth the financial outlay it's a bit of a tough decision. Although entirely decent, World Series Baseball is by concept quite a limited game (batting, pinching, fielding and batting is extremely easy which limits any solo player action) and the fielding is an unentertaining in one-player mode as it is in any baseball game) and the game only really becomes a worthwhile experience if you have a friend (or otherwise) about for a bit of dual player action.

If you are one of the very few people who own a Saturn and is looking for some baseballing action, I would recommend this to you with no hesitation whatsoever. However, I think the rest of us could probably manage quite well enough without it.

RICHARD LEADBETTER



In other words, they were really enjoying and were all caught out. Back to hitting practice for them.



The in-game commentary is quite impressive and unlike most baseball sims, it does have an element of randomness.



This baseball game also probably features the most options ever seen in a sporting sim.



Although World Series Baseball plays really well, it offers nothing new to the genre.

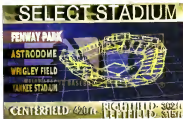


World Series

Baseball



Plenty of time and effort was put into making the presentation of the game absolutely spot on, so it's a bit of a shame that the graphics (although quite impressive) are so standard. We want more polygons!



If you're a fan of baseball, this is a perfect simulation. However, it will also appeal to other gamers, especially when played in two player mode.

graphics	75	overall	81%
sound	83		
playability	82		
durability	80		



BY	RECLAIM
PRICE	£79.95
STYLE	FIGHTING
RELEASE	OUT NOW



I don't know about you gameslings, but I reckon **Mortal 2 is easily the best** installment of the Kombat trilogy. It's got Baraka in it, and you can't go wrong with him. Look at his big pointy teeth. Grr. **Wouldn't you like a little Baraka** as a pet? He'd be great around the house, and you could train him to make tea and attack your visitors with his extended blade-like arms.

The thing with Baraka is that, like dolphins, his grinning visage suggests that he's always in a cheery mood, unlike the other rather dour faced participants in the tournament. But then, **Mortal Kombat 2** was the game to introduce comedy to the beat 'em up scene, with its **Babalities** and **Friendships** - add-ons to the doom-laden gamelets which were, and are still, known as **Fatalities**.

It was also the game which exposed the previously limited **Kombatering**, the controls were more fluid, the character movement smoother and the whole thing controllable. As a result it smashed the takeings for the original, spawned the most successful arcade conversions ever and acted as the impetus for a seemingly worthwhile reave. And now it's back ignoring the pleas of its younger offspring, the all new **Mortal Kombat 3**, like some kind of sad drunken relative at a family gathering, staggering around the floor showing off **Rung Lac** hat **Fatalities** and stammering "This is how we used to do it in the old days".

And do we begrudge its appearance in this climate of all things **alito**, now? Why of course not because despite not being the most up-to-date **Kombat**, it's still the most fun - and the one the most people will be familiar with. And, while it's not quite up there with **Nitaa** fighter as far as technical accomplishment is concerned, this arcade perfect conversion is a supremely playable beat 'em up.

Mortal Kombat 2 pretty much makes your purchase decision for you, if you're setting there thinking "Ooh I like **Mortal Kombat**, I hope this is a good version" it's doubtful you could be in any way disappointed. You'll know if you want it. And if you do you'll more than be advised to rush out and buy the littleascal as soon as you see it. Jaded gamers too suffering from over exposure might have difficulty dealing with **Mortal 2** without blanching, but happy go lucky fluffy bunny gamers who believe in faeries and the essential goodness in mankind will love it.

RAD





Just not as close graphics – they couldn't be any closer to the arcade original.



If you find the ride-up, you'll go happy over this conversion.



Mortal Kombat 2



A gut-wrenching way to tide yourself over until *Mortal 3* turns up – and it's arcade perfect. What more could you want?



graphics	93	overall
sound	94	
playability	93	
costability	95	
		93%

The new home cinema...



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PCREVIEW

SEGA

16-BIT MAGAZINE



PREVIEWED

DARXIDE

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BY	KONAMI
PRICE	£7.99
STYLE	NOVEMBER

Balk feverily referred to football as 'a glorified mating ritual' Mitt. A rosy singer from Iceland, a country which is, coincidentally, less than useless when it comes to the golden game, what the hell does he know?

All it would take to make her wail and the real meaning of the game, if she didn't fancy spending a couple of hours watching the Arsenal at work, is one of this, the undisputed god of football games, and she'd be a scarf-wearing, pint-drinking, full-on football nut for life.

That's not an exaggeration. Superstar Soccer is the game that kept SNES software at number one last Christmas and is set to do the same with the Megadrive this year. You can forget your FIFA and stick your Strikers; this kicks them right into touch, peels round their house, rids their fridge and spends the night sat in front of their telly watching popcorn and wearing their slippers.

Apart from being the best looking 16-bit football game, Superstar Soccer is also the most realistic. There'll never be a game that can replace pulling on a pair of boots and kicking the hell out of a lump of leather, but this is the closest yet.

Every kind of footballing move you could hope to see in a game is featured - from sliding headers and overhead kicks to delicate flicks and chips. The control system is highly intuitive, and after a couple of hours playing you're able to produce some fantastic looking footy. That doesn't mean the game's a doddle to play, though. There's a huge array of international sides to take on in several tournaments, and unless you get your tactics spot on you'll never make it through to the final.

One of the game's many excellent touches is the inclusion of several famous faces in the bigger sides. For example, have Roberto Baggio and Fabrizio Ravanelli in the squad - both of whom are instantly recognisable on the pitch. It's small almost unnecessary features like these which bolster the game even further and put you firmly in football heaven.

Even if you've never owned a football game, you should still keep an eye out for the up coming review. Nobody in this country gave a monkey's about American football games until John Madden came out, and this game has that similar effect - it's just so much fun to play and it's proper football as well.

If it sounds like we're just a little bit excited by this game, then you've got the wrong impression. We're totally excited by this. Watch out for it, it's going to be good.

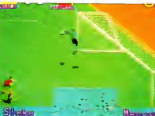


International Superstar

If ever there was a reason to buy a second-hand SNES on the cheap it was International Superstar Soccer. Lauded by almost everyone as the greatest football game ever, you no longer have to risk selling out to Nintendo because Konami have finally produced a Megadrive version.



For a country that's crap at football, the Japanese are certainly quite-er when it comes to producing a decent footy game.



The screenshot is amazing considering the game's on a 16-bit machine.



16-Bit SEGA

preview MEGA DRIVE

Soccer



BY	SEGA
PRICE	£79.95
STYLE	SPACE

One of the creators of this game, David Raben, went on to spend the rest of the Eighties working on Elite II. Just as epic, for the just as laughable Amiga. Now in the Nineties, he has turned his attention to the 32k, and taken unmistakable elements of his past triumph into the stripped-down form of Darxide. In this unusual shoot 'em up the emphasis is on quick reactions and maximum firepower.

Players control a spit-firing fighter viewed from a chase position, and centred in a stylish series of dual instrument panels. The deep-space environment of the game's 11 levels feature a series of asteroids, which harbour various mining operations, protected by a vicious series of defenses. Simple — eliminate the defenses, annihilate the asteroids and get home in time for tea and biscuits.

The errant moons have been deliberately sent by an alien race who want to have sole control of the mining operations, and have even hollowed out some spare asteroids as bases for their flying saucers. Destroying these with your auto-targeting weapon releases the full force of enemy hardware. On other outposts, the asteroid's demise merely results in the death screams of the colonists, echoing over your intercom as they plunge into space. Sense them right.

The game's objectives are more focused than any previous Blader game and, although the later levels feature new power ups and extra gameplay elements thrown into the mix, it's essentially a reaction-testing blaster. This is not to say the game is not pushing the 32k hardware, as these stunning screenshots show. All the spinning asteroids are fully texture-mapped, and the 3-D update is superb. Sound is depth-cued so the full effect of explosions matches with the visuals. The team's aim is also to have a honey-voiced computer. In the final build, who offers statistics in business-fl movie style.

The work on Darxide to this date has been assembling the game engine — entirely new — and setting the agenda for each level. The final few months of programming will concentrate on adding the various gameplay features and grooming the inert AI control further. Expect to see Darxide surfacing sometime on the other side of Christmas.

Video games are not, as you might think, a force patronised by sad nostalgics. But you'd be surprised at how many reminisce about the great games of the past, and how they were around to see them. And the very Woodstock of gaming has to be Elite; the grandiose and epic space trading and combat simulator.

Darxide



Darxide's graphics are amongst some of the best yet seen on the 32x — they're totally amazing.



Here's your problem. What's in the asteroid? Celebrate or about. The only way to find out is by attacking it.



It's essential to track down the power-ups, especially on the later levels which are going to be dead tough.

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BY	VIRGIN
PRICE	£49.99
STYLE	3D PLATFORM
RELEASE	NOVEMBER 1995

Spot

Goes to Hollywood



And there we were, sitting around waiting for the Saturn, when Virgin suddenly threw in with this superb 16-bit series.



Virgin and developers Eurocom prove both that there's still life in platform games yet, and that licensed characters don't always front poor product. Cool Spot goes to Hollywood is the fruit of two years development, starting from a basic idea of an isometric platformer from the Virgin producers, who have also been busy concentrating on the Saturn version in California.

Over in their less glamorous Denzyl's adventures, Eurocom have kept the 16-bit side up by producing a multi-level adventure that transcends the normal action of platform games. Isometric games are notoriously hard to realise, as the practical problems of mapping three-dimensions of movement and position are a huge strain on the Mega Drive's CPU.

It has been remarkably achieved here, though with extra gaudy graphics and an inflation theme in for good measure. Cool Spot is set free to explore inspired worlds: looking for the scattered spots that will free him from his movie hell. In the initial puzzle world things start sleepily enough with a stroll on a ship's deck and a dip in the ocean, but things soon diversify into puzzle gameplay once you enter the secret-strewn haunted house and Pumpkin castle.

Few popular genres are missed out, and the cheeky use of some familiar sprites and back grounds — Terminator and Terminator are definitely parodied for starters — makes the game the colourful and enjoyable joint it is. As well as a constantly changing level for the eyes, the change of pace and game-style really spoils the player, with the added freedom to select levels in any order with in each world. The programmers have had great fun (and made the game fun in the process) adding secret passages at every stage and even sub-games.

Although things are never quite taxing enough for the hardened gamer fraternity and the enemy count is sometimes low — which reflects some programming restrictions — Cool Spot has to stand out as one of the year's real Megadrive blockbusters, which will certainly outshine anything else when the same field this Christmas.

SAM HICKMAN



Takes both platform and isometric games further on the Megadrive than anyone could realistically have expected. Sure to be this year's sleeper hit.

Graphics	94
Sound	81
Playability	90
Longevity	90

overall **90%**

BY	ODELPHIERS
PRICE	£44.99
STYLE	RACING
RELEASE	OCTOBER 1995

What is it with remixes these days? Half the 'songs' in the pop charts are remixes of the other half and now games are being remixed, like *Virtua Fighter*. Seeing as everyone's gone remix crazy it isn't really surprising that one of the best Megadrive games ever should be treated to a facelift.

Anyone who's played *Micro Machines* will be forced to admit that it's probably one of the best games in history. So therefore a scrubbed version with new tracks, vehicles, play modes AND a track designer should be perfect, right? Well, it all sounds good - lots of new vehicles including police cars in a by town, solar powered cars in the science lab, go-karts in the gym - the list. Then there's the fact that you can race on 45 tracks (only three are only 10 selectable multi-player tracks) and there's some play modes like time trial challenges and pro leagues. The best multi-player tracks from *MM1* have also been included and improved, along with some previously one-player only tracks.

Of course, we shouldn't forget the biggest new feature: The Construction Kit. You can now build your own tracks from scratch, choosing where all of the scenery should be, in what weather you want to race and with which cars. Sadly, the construction kit is a bit of a let-down, as it isn't anywhere near as comprehensive as the PC version - you can't edit graphics and you're severely limited as to what you can use in your tracks. It's also quite silly that a company like Codemasters, who are well known for their rigidity, should use quite a lot of rigidity-imposed "other" tracks and change people for them again, rather than allowing the game as a player through upgrade cartilage.

Not enough of the bad points. This game is still the most playable I know of for a *Micro Machines* fan. It really is the best thing around. The sad thing is that even though this is one of the best games ever it's still not enough of an improvement over *MM1* to make it an essential purchase. Taking a look at the scores and you'll see how good the game is. It's just a bit of a shame, because it could have been a major step up from *MM1*.

Micro Machines 96



One of the all-new tracks in *Micro Machines '96*. Make the most of it.



It doesn't look that much different to the first game, does it?



The track editor in *Micro Machines '96* is a bit disappointing.

It's better than *Micro Machines 2* and therefore one of the best games ever. However, if you have the original, think carefully before buying.

graphics	93	overall	
sound	88		
playability	97		
instability	94		
			92%

BY	SEGA
PRICE	£49.99
STYLE	STRATEGY
RELEASE	NOVEMBER 1995

Thankfully, the Megadrive finally has a football management sim, and it's pretty comprehensive. You may not have the power to make Sir Ferdinand wear pink tights, but every other aspect of running a club, of any stature, is in your clannish hands. It's all quite accessible too, with a stream of menus streamed off a main bank of icons. Play consists of choosing options within weekly tasks, then sitting down through the matches to see the effect of your handiwork on the team's performance.

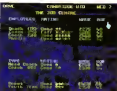
As well as detailed player lists and transfer markets, the game diversifies into billboard sponsorship, ground improvements, European competition, creating a training regime and even a justice side. News of your competitors' actions is brought by a teletextscreen, which also produces the pools results in true Gradational fashion.

Presentation is, by 16-bit standards, spartan. Few graphical touches are employed beyond the icons and a depiction of your ground, and the tightly packed player lists and accounts are austere. This does make important information easy to pick out, though. Naturally, you have no control over the matches, which are played out as a series of short animations over a rolling 'commentary' of play. After a few sessions, you'll skip through these periods on the ultra speed setting, which is thickly very fast.

You can start on any level, from a top-rank Premiership team, to lowly conference-league gigs with a muddy field and a hot dog stand. The game is a challenge at any stage, and it will take some time before you feel you are making decisions on any other basis than instinct and luck.

Without a battery back up, all this would be pointless, and sensibly the game allows you to save a single position. This may seem mean, but even this caused the programmers severe headaches, as all the info had to be squeezed into a mere jik of dynamic RAM. On balance, although the endless ability of computers to save game performs is sorely missed, the standard of Premier Manager is so high, that anyone interested in games of this sort should be more than happy with it.

GUS SWAN



The icons are basic but easy to follow.



Glimpse up the teler' screen for details.



These are the animations you get during the match.

Football management games have long been the domain of PC and Amiga owners. But now, for the first time on console, you can finally get to grips with the tougher side of football and battle it out for league glory.

Premier Manager



The transfer game's a risky one. The credit always pick up a bargain, or be snatched with a doublet.



At long last, the football management simulation the Megadrive deserves. Every element works well, and it's a must for every football fan.

graphics	44	overall
sound	50	
playability	90	
stability	91	

91%

Marsupilami means nothing to us Brits, but apparently this Disney animated character is popular in France. But the lemur-like star of this puzzle game will have an uphill struggle making an impact with Megadrive owners here.

BY	SEGA
PRICE	£49.99
STYLE	PUZZLE
RELEASE	NOVEMBER



08

Marsupilami

The basis of the game is as unusual as the character. It's Sega's first out-and-out Lemmings clone, set across two dozen horizontally scrolling levels. Marsupilami escorts his less agile elephant friend, Bonell, in an escape bid from his circus trainer captor Tattling Bonell from each entry to exit point means he has to negotiate natural hazards and deliberate traps, both of which he is ill-equipped to deal with.

The solution — and the crux of the gameplay — Marsupilami's flexible tail. By collecting action coins, which then appear in a strip along the top of the screen, Marsupilami can form stairs, a wind and various other contraptions with his tail to help his elephantine chum through. Should the pachyderms wander away the penalties are harsh, as a strict time limit is imposed, and the trainer is never far behind.

This forms the secondary element of gameplay — timing. Certain setpieces, like fruit pieces or the tails of Marsupilami's tail, help lead Bonell but even so the game is dangerously frustrating from the outset. The sharp, unforgiving difficulty curve is ill at ease with the cheerful, slapstick graphics and cartoon characters. The action starts in a circus environment, with clowns and jugglers, but the scenery changes frequently.

The actual content of each level isn't too complex, and often a hummingbird-like character, Tigris, flies past with unobtrusive hints of your next move. The clues come easily. It's the application of them that's hard. Marsupilami is undoubtedly aimed at the young, but there'll be plenty of tears before bedtime after many fruitless attempts to get to grips with the control system and deal with the rigour of the clock.

It's a pity as this marks an otherwise refreshing and well-produced game that fills a niche in the market for arcade puzzlers. Older players who appreciate Lemmings and games of that ilk should try not to be put-off by the styling, and go for this year's premier scalp-sworder.

SAR WICKHAM



The graphics are fantastic, which helps relieve some of the stress which builds up while you're actually playing the game.

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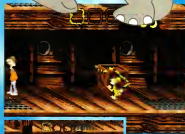
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Elephants are supposed to be a bit smart, aren't they? Sorry they don't need the help of a mutant leech.



This may look like kids stuff, but even if you're a great leechy six-foot plus Mega member you'll often find yourself heaving your jizzed in frustration.



A well-worked puzzle game, with its own elements of character. The major failing is a crippling difficulty level that will alienate its intended young market.

graphics	80
sound	84
playability	80
durability	83

overall

82

There's so much to fit in that we're not going to waste space waffling on here. You just need to know that we've listed every finishing move in the game as well as an EXCLUSIVE Endurance Mode cheat and EXCLUSIVE boss character moves.

KEY TO MOVES

- U - Up
- D - Down
- F - Forward
- B - Backward
- HP - High Punch
- LP - Low Punch
- HK - High Kick
- LK - Low Kick
- DK - Block
- R - Run
- ← Press both buttons at once
- Press buttons in order

Mortal Kombat II

FINISHING MOVES

Every single one of these finishing moves works on the Megadrive version of the game, with most of them working in the arcade as well.

SHANG TSUNG

- Floor Spins Fatality - (Close) Hold LP + press D, F, U, D
- Green Spinal Fatality - (Close) Hold LP + press R, DK, R, DK
- Friendship - UK, R, U, D
- Rabality - R, R, U, LK
- Cobra Animality - (Close) Hold HP + press R, R, R; release HP
- PH - Hold DK + press U, U, R, LP



SUO-ZERO

- Peace Snaps Fatality - (Close) BK, BK, R, BK, R
- Ice Blow Fatality - (Just outside corner) R, R, U, R, D
- Friendship - UK, R, U, U
- Rabality - D, R, R, HK
- Polar Bear Animality - (Close) hold BK + press F, U, U
- PH - R, U, R, HK



SINDEL

- Scream Fatality - (Close) F, BK, BK, R, BK
- Hair Spin Fatality - (Swamp) F, R, BK, R, BK
- Friendship - R, R, R, R, U, U
- Rabality - R, R, U, U
- Butterfly Animality - (Close) F, R, U, HP
- PH - D, D, D, LP



SOMPA

- Peak Kick Fatality - (Jump) Hold BK + press U, U, R, D
- Flame Kick Fatality - (Anywhere) R, F, U, D, R
- Friendship - R, R, U, U, F
- Rabality - D, U, R, LK
- Hawk Animality - (Close) Hold LP + press R, F, U, R; release LP
- PH - F, R, U, HP



JAX

- Big Foot Fatality - (Jump) R, BK, R, R, LK
- Blade Rounds Fatality - (Close) Hold BK + press A, U, R, U, release BK
- Friendship - UK, R, R, LK
- Rabality - D, D, D, LK
- Lion Animality - (Close) Hold LP + press F, F, D, F; release LP
- PH - D, R, D, LP



STYKER

- Jump Fatality - (Close) D, F, D, F, BK
- Star (and Fatality - (Just under full screen) F, R, LK
- Friendship - LP, R, R, LP
- Rabality - D, F, F, R, HP
- T-Rex Animality - (see map) R, R, R, BK
- PH - Hold BK + press F, U, U, HK



KANO

- Skeleton Reversal Fatality - (Close) Hold LP + press F, D, D, F; release LP
- Eye Laser Fatality - (Swamp) UK, UK, HK
- Friendship - UK, R, R, HK
- Rabality - F, F, D, U, LK
- Spider Animality - (Close) Hold HP + press BK, BK, BK; repeat HP
- PH - Hold BK + press U, U, R, LK



LIU KANG

- Fatality - (Anywhere) F, F, D, D, LK
- Rabality - (Anywhere) Hold BK + press U, D, U, U; release BK, BK +
- Friendship - R, R, R, D, U
- Rabality - U, U, U, HK
- Dragon Animality - (see map) D, D, U
- PH - R, BK, BK, LK



ENDURANCE MODE

To access the multi-player Endurance Mode, go to the title screen and hold A and C then press Start on controller 1. You'll be able to select up to eight characters for each of the two teams and if you've got a Sega Multitap plugged in you can have three or five players. Players (and if you make up free team and players) and a make-up the other. When the last character in a team has been beaten, he/she explodes and the team wins down the full screen once.



RANDOM SELECT

To be given a random character, hold B, and press Start on the character select screen.

FINISHING MOVES

MERCY

To show Mercy, the fight must first go to three rounds. When you win the third round and the "Finish Him/Her!" message appears, move over half a screen from your opponent, hold Up, press Down, Down, Down and release Run. "Mercy" will appear on the screen and your opponent will get a tiny amount of energy back.

FRIENDSHIPS AND BATALITIES

To perform Friendships or Batalities you must first press the Back button during the final round of the match. Most Friendships and Batalities can be performed from anywhere on the screen but for a few you have to be out of sweep range.

ANIMALITIES

To be able to do Animalities you must first win and perform a Mercy (see "Mercy" section). Now beat your opponent up again and press the buttons as usual.

BACKGROUND FATALITIES

It's possible to knock your opponent into the background on some of the stages using the "PI" Fatality listed with each character. The backgrounds are: The Subway, the Pit and Shao Kahn's tower. Simply move close to your enemy and press the buttons.

FATALITIES

To do Fatalities you must be exactly the right distance from your enemy for them to work. In brackets below each Fatality is the distance from your opponent at which you should attack. If a Fatality requires you to press and hold an attack button, move away from your opponent, press and hold it, then move close to avoid knocking them away.

Close - Move as near to your opponent as possible, so that you are touching them.

One Step - Move right up close and tap away once.

Sweep - Stand just at the edge of the reach of a sweep.

Jump - Move close to your opponent and take one jump away.

Full Screen - Move right to the far edge of the screen.

MUTAO

For now you'll have to use the Pro Action Display code "000000" to play as Mutao.

Friend - B, B, HP
Grab and Pull - F, F, HP
Teleport - D, D



KUNG LAO

Spine Fatality - (anywhere) E, BK, E, BK, D
Hit and Fatality - (sweep) F, E, D, HP
Friendship - (anywhere outside sweep) B, UP, B, LK
Batality - D, L, HP
Animal Fatality - (close) E, E, E, E, BK
PI - D, D, F, LK



CYRAX

Self Destruct Fatality - (close) D, E, U, B
Hologram Head Fatality - (anywhere) D, D, U, D, HP
Friendship - E, E, B, U
Batality - F, F, B, HP
Shock Animality - (close) Hold BK + press U, U, D, D
PI - E, BK, B



KABUL

Screen Fatality - (close) E, BK, BK, BK
Wind Pump Fatality - (sweep) D, D, B, E, BK
Friendship - (anywhere outside sweep) E, LK, B, E, U
Batality - E, E, LK
Blow Animality - (close) hold HP + press U, U, D, E, release HP
PI - BK, BK, BK



SEKTOR

Platform Crash Fatality - (sweep) UP, B, E, BK
Hammerhead Fatality - (over half screen) F, E, F, D, BK
Friendship - (full screen) E, E, B, D
Batality - E, D, D, D, HK
Eat Animality - (close) F, E, D, U
PI - B, E, B, D



DROKE

If you want to play as Droke now, use the Pro Action Display code "000000" for player 1, replace 2 with G. Happiness - B, B, UP
Teleport Punch - F, F, LK (use as close as you)



NIGHTWOLF

Light Beam Fatality - (close) hold BK + (sweep) U, B, F, release BK, BK
Lightning Axe Fatality - (sweep) E, E, D, HP
Kickship - (outside sweep) E, E, E, D
Batality - F, E, E, B, UP
Wall Animality - (close) E, F, D, D
PI - E, E, BK



SROO KAHN

Earth Explosion Fatality - (full screen) Hold BK + press U, U, F, D, release BK
Internal Bomb Fatality - (sweep) hold BK + BK + press D, D, E, U
Friendship - (full screen) E, E, E, BK
Batality - D, D, B, D, BK
Full Animality - (outside sweep) E, F, E, BK
PI - F, E, D, BK



SHEVA

Head Pound Fatality - (close) E, D, D, E, UP
Silo Pool Fatality - (close) hold BK + press B, E, E, release BK
Friendship - F, F, D, F, full half screen
Batality - D, D, D, D, BK
Smoking Animality - (close) E, BK, BK, BK, BK
PI - B, E, F, UP



THE PRO ACTION DISPLAY CODE "000000"

This code lets you play as the big man. Happiness - B, B, E + U
Miser - B, BK, BK
Chase - F, F, UP
Teleport - E, E, UP
Teleport - D, D, UP
Laugh - D, D, BK





OUT NOW

GAME *of the month*

BY	SEGA
PRICE	£29.99
RATING	★★★★★

Virtua FIGHTER

Remix + CG portrait collection



Any Saturn owner will have already played the version of Virtua Fighter packaged with the machine, and it's already been touted as one of the best combat games ever to appear on a console. So why bother with Virtua Fighter Remix? Well, if you're a die-hard A&T's fan or a complete Virtua Fighter freak, you absolutely have to buy it because all the glitches from the original have been taken out, plus texture mapping has been added to the characters, and the graphics on the fighter select screen have been given the Anime treatment. Obviously the gameplay remains the same as the original (apparently the fighters are slightly larger), but it was so good already there wasn't any need to change it. There's no doubt that this is a slicker affair than the packaged game. As an added extra, there's also a CD filled with Virtua Fighter portraits which is a great touch, even if it doesn't serve any real purpose.



The gameplay is unchanged, but the new graphics look beautiful.



As a bonus the disc contains loads of still pics of the characters.



out now



Daytona USA

BY	SEGA
PRICE	£49.99
RATING	★★★★★

Well, chances are that if you've already bought a Saturn then this game forms part of your collection (it's already been out for months), but for those who don't have it, here's a very simple message – go and buy it now! Converted from the top arcade game, Daytona USA is about to be savoured for all Saturn owners. All three tracks from the arcade version have been faithfully converted, along with the (occasionally dodgy) music, some excellent graphics and loads of brilliant cheats. There's been many a harsh criticism banded about over the way the graphics update and, unfortunately, it has to be said that it does suffer somewhat from bugs appearing out of nowhere syndrome – in fact, this is the game's one and only downfall. The good thing is that it doesn't affect the gameplay and if you're quick getting down the shops you'll still have time to enter our excellent Time Attack competition!

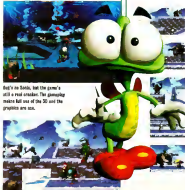


Yes, you can even race on a horse, provided you know what the cheat is.



BY	SEGA
PRICE	£49.99
RATING	★★★★★

Bug



Bug's no Beetle, but the game's still a real snacker. The gameplay makes full use of the 3D and the graphics are ace.



Called the boss for energy



Better than Shrek II



This is Sega's first official foray into the world of next generation platforming (thankfully Total never saw the light of day over here) and it has to be said that although it's not everyone's idea of gaming heaven, it is a huge technically impressive adventure. Played out in semi-3D, Bug must avoid all of Queen Cadaver's critters and attempt to make his way on to the silver screen by battling through each level. It's slightly disappointing that the game isn't played out in true 3D – if Bug walks away from the screen you'll just see a behind the sprits view and he becomes smaller the further he walks away – but it is a really smooth and visually stunning game. Plus, seeing as it's both huge and absolutely rock hard, you can be guaranteed that it will last a fair old while too.

Overall, this is a brilliant little game that will keep you occupied for weeks. Plus it has the added benefit of being the first platformer on Saturn – and it's certainly a whole lot better than Shrek II, which at the moment is the only other platforming alternative.

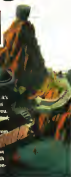




out now

BY	SEGA
PRICE	£44.99
RATING	★★★★

Myst



It's not just about one. If there's any thing that's ever been said about *Myst*, it's that you can either love it or hate it. You see, it's one of those puzzle-type games that can either bring you to your knees or completely infuriate you.

It's being tucked up into the pages of a book and dumped on a deserted island, with nothing really done to you to discover the land's secrets. It seems that *Myst* was never meant to be a video game, but there's little evidence of these left aside, apart from a few video diaries.

With plenty of leads to discover and some of the most complex puzzles ever created for a game, this is one strictly for puzzle fans only. However, if you are a fan of the genre, this is a complete must-have. The sheer depth of the game island with some stunning graphics and intriguing storylines makes for a really incredible adventure. However, like we said, for puzzle fans only.



BY	SEGA
PRICE	£49.99
RATING	★★★

Shinobi X

Longtime Sega hero Joe Musashi makes his debut on the Saturn with edgy tails 'n' a swinging katana. Kind of 'Oh alright then 'n' a very half-bearded way' would be more precise. Although this glit former plays really really well, it doesn't really seem to be suited to the Saturn. In fact, if we're talking looks, it would definitely be more at home on the Megadrive. You see, for all the nice-looking explosions and huge bosses this really can't disguise the simple fact that it's another Shinobi game that somehow managed to find its way on to CD instead of cartridge. Which doesn't necessarily make it a bad game. Not, by any means. It's just that being on the Saturn and everything, you'd probably

expect a bit more for your money. Which, frankly enough, is probably why they brought on a lady Japanese FMV fight scene as an intro.



Great. If you loved the original *Negativix* series, but newcomers might not see the appeal.



out now



Panzer Dragoon

BY	SEGA
PRICE	£49.99
RATING	★★★★

These of you who sent away your Saturn registration cards will have already enjoyed one level of Panzer Dragoon courtesy of Sega, and that alone should be enough to make you rush out and buy the full game. But, if you still need convincing, let's reiterate our review from last issue. Arriving with second batch of releases for the Saturn, Panzer Dragoon is easily the most impressive in both graphical and gameplay terms.



CD FILMS

Display any of the following films or interactive music CDs, you'll need the Saturn InterCD Card. For more information, supplies, and prices, turn to page 76.

FORREST GUMP

BY	PARAMOUNT
PRICE	£14.99
RATING	★★★

Yeah, yeah we know Tom Hanks was an Oscar for it, and the special effects were nothing short of genius, but for the most part, this film is pure American schmaltz. With Tommy boy taking the lead role as simperton Forrest Gump, the story follows his struggle to do, well, just about everything—from being a school football hero to single-handedly saving his Vietnam comrades from certain death—in the lightest American way. There are some genuinely funny scenes to be found, and this is pure entertainment, but fudged-over. About as uplifting as a gas bill on a wet Monday morning.

BEASTIE BOYS—SABOTAGE

BY	PARAMOUNT
PRICE	£14.99
RATING	★★★★

What is it about the Beastie Boys that makes you want to immediately chuck your job in and join the travelling circus? Well, it's pretty simple—these guys really know how to have fun. Serious fun. This hour-long jaunt into the world of the Beasts follows them jamming in the studio, going ham on stage, producing their very own hilarious sketches (ap series spoof, snowboarding, skateboarding, dressing up as old girls and playing basketball, dressing up as showmen, dressing up as people at a culinary programme—it goes on forever and is absolutely top entertainment). Worth the money, if only to use the exact eye-watering skateboarding catastrophes ever caught on film.

THUMBELINA

BY	PARAMOUNT
PRICE	£14.99
RATING	★★★★

It won't have you on the edge of your seat with its gripping plot, but that's not to say that Thumbelina isn't worth a look. Created by ex-Disney star Don Bluth, the animated film sees the kidnapping of the beautiful Thumbelina and a brave rescue attempt by Prince Cornelius. Thumbelina battles many fearsome enemies along the way and also discovers the value of true love. Yes, it does all seem a bit cliche, doesn't it? Well, that's only to be expected from this type of film—see for yourself if you're a younger kid's really.



BEVERLY HILLS COP 3

BY	PARAMOUNT
PRICE	£14.99
RATING	★★

Eddie Murphy wears ones again as cop Axel Foley in this fast-moving murder mystery flick. After a series of unusual incidents, Foley finds himself hot on the trail of a murderer, who eventually leads him to a show-down in a Theme Park. As you'd expect, this is the usual Eddie Murphy fodder—loads of cheeky jokes, women and comical assistance from Judge Feltworld. Not the most riveting of the Beverly Hills trilogy, but not flaccid enough.



STAR TREK II: THE WRATH OF KHAN

BY	PARAMOUNT
PRICE	£14.99
RATING	★★★

The follow-up to Star Trek: The Motion Picture does a far better job of bridging the spirit of the series to a big budget movie. Ricardo Montalban reprises his role as ruthless super-psychopath Khan from the 1960s episode "Space Seed", as he struts a Federation stanship and seeks revenge on Kirk. Plenty of action, dazzling special effects and a half decent plot make this one of the most enjoyable Star Trek movies. Provided you don't have a hysterical fear of cows.



STAR TREK III: THE SEARCH FOR SPOCK

BY	PARAMOUNT
PRICE	£14.99
RATING	★★

A Star Trek movie without Spock just wouldn't be the same. A bit of a problem considering he died at the end of Star Trek II. Thus a whole film was contrived to bring him back. The backstory concerning Spock having been resurrected as a child is made up in part by a fair bit of action involving the Klingons. And for Trekkers it's probably worth purchasing just for the destruction of the Enterprise. Overall, a fairly enjoyable affair, but not a Star Trek classic.

STAR TREK IV: THE VOYAGE HOME

BY	PARAMOUNT
PRICE	£14.99
RATING	★★★★

The Voyage to the Old People's Planet movie line, as the new residents crew are called in to save 23rd century Earth from yet another alien menace, this time by travelling back to 1950 San Francisco to find some whales. Placing more emphasis on the laughs and less on the action as the crew have to face the madness of 20th century life, The Voyage Home is probably the best of the Star Trek movies for capturing the feel of the old series.

next Month

IN ISSUE 2 WE'LL BE CONTINUING OUR TOP COVERAGE ON ALL THINGS SATURN, FOLLOWING UP OUR VIDEO WITH YET ANOTHER EXCLUSIVE GIFT ONLY AVAILABLE TO SEGA SATURN MAGAZINE READERS. WE'LL ALSO BE BRINGING YOU THE VERY FIRST REVIEW OF VIRTUA COP, AN EXTENSIVE LOOK AT SEGA'S HANG ON GP, PLUS NEWS OF EXCITING NEW SATURN TITLES FOR 1996, REVIEWS OF FIRESTORM, WING ARMS, VIRTUA RACING, DEFCON 5, REVOLUTION X AND DEVELOPMENT NEWS OF VIRTUA COP 2, FIGHTING VIPERS AND MANX TT.

AND OF COURSE, LOADS MORE TOO.



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YOU CAN'T AFFORD TO MISS IT.**

CREDITS

Editor: Sam Wickham
Art Editor: Dave Keble
Additional Design: Tom Cox, Steve French
Desktop Editor: Thomas Michael Gales
Managing Editor: Richard Leadbetter

Circulation: Angus Sims, Richard Leadbetter, Ed Lorenz, Rod

Advertising Manager: Ulco Howden
Deputy Ad Manager: Chris Pease

Systems Manager: Sarah Jane Levey

Product Manager: Tina Wick
Executive Publisher: Graham Taylor

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SPECIAL NO THANKS: Those people who generally make our lives very difficult this month. Thanks and all that.

SEGA GUY: Mark Machinist, Guy Priest

EDITORIAL STAFF

Printed Court, 30-32 Farringdon Lane, London EC4A 3DF

Telephone: (0171) 920 4000

Fax: (0171) 920 4000

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